

**PRIMA'S OFFICIAL STRATEGY GUIDE**

DUNGEON  
**KEEPER<sup>TM</sup> 2**

Complete  
Campaigns &  
Walkthroughs



This game has received the  
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PRIMA'S OFFICIAL STRATEGY GUIDE

# DUNGEON KEEPER<sup>TM</sup> 2

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Incan Monkey God Studios  
production



# LIVED BY THE PEN

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# what's in This Tome of Infernal Mischief?

Once upon a time, an infernal overlord met a young dungeon keeper, and something magic happened ... they destroyed a whole kingdom. This is the tale of how the Horned Reaper and his new partner (you, O Keeper) make themselves legends in the annals of evil endeavor.

*Prima's Official Strategy Guide to Dungeon Keeper 2* has been prepared in close consultation with the designers at Bullfrog, and nowhere else can you find this level of depth and accuracy. This book is set up so you can quickly and easily find the information you want right away, whether it's a walkthrough of a specific realm, all the mysterious abilities of the Combat Pit, a Fairy's Health and damage in combat, or the cheat to drop directly into Level 17 of the campaign.

**Inhuman Resources.** Everything you could ever possibly wonder about every creature in the game, including exhaustive comparative tables, complete stats for every creature (both your monsters and those pesky heroes), and strategic advice for using them (or abusing them) to best effect.

**Rooms.** Detailed secrets and strategic advice for every room in the game. Find out exactly what each room does, what the ideal size is, what creatures it attracts, and how to place it and lay it out for maximum effectiveness against the enemy.

**Spells, Specials, Doors, Traps & Creatures (Oh, My!).** Everything about everything else. Exact damage for each trap, stats and tactical advice for all your spells (just how do you get that Chicken spell?), and much more, including a special section on managing your creatures, both in and out of combat (including stats for all creature spells and first-person abilities).

**Win! (And Other Tips).** Advanced Secrets for totally serious subterranean mayhem. This is where you go to find out the secret cheat code to reveal the whole map, or to find out what that ... puzzling message you just got in the game really means (if anything).

**Campaign Realms.** Complete maps and walkthroughs for every realm in the campaign, including all five Hidden Lands. Every enemy, every secret, everything.

**Other Realms.** Starting maps for the Multiplayer realms (including the Skirmish realms), and the Pet Dungeons.

Before we begin, though, let's take a glance back at the correspondence that triggered your evil alliance with the Horned Reaper ...





## Horned Reaper

TO: DK  
FROM: HR  
RE: ACQUISITIONS

I believe I've found a project well suited to your talents, and I think we can work together most profitably on it.

I'm sure you've heard of King Reginald the "Just" (or, as my staff has taken to calling him, "Reggie the Just-so-Perfect"), the human creature who rules over the realm of Harmonia. Reggie's lands have been a trendy target for freelance keepers for some time now, and I must admit he's shown tenacity and even a certain creativity in defending his interests against our colleagues.

This haphazard and ongoing struggle has recently taken a turn in Reggie's favor. His Wizards have fabricated a device they call a "Portal Gem." The theory behind it is tedious, but basically the gems keep our minions from emerging above ground, while giving the "heroes" a high degree of access to the underworld. Reggie has divided his kingdom into 20 separate fiefdoms and devised a Portal Gem for each. Since the gems must be kept below ground, each one is given to a knightly guardian who mans his own garrison of defenders. Since the Portal Gem strategy was inaugurated, Reggie has driven off most of the low-power freelancers, and the few serious contenders are also in retreat.

All that may make Harmonia sound like an excellent place for a Keeper to avoid, but there's one very serious flaw in Reggie's defensive system. That flaw being, of course, me. I am quite certain that it lies within my power to seize a Portal Gem and transport it out of Harmonia, back to my own infernal realms, where it can't help Reggie or harm us.

Unfortunately, even my dread power is insufficient to single-handedly slaughter a whole horde of determined heroic defenders. And, as you know, my skills do not lie in the direction of organization and motivation. That's where you come in. I need someone to go in as an advance man, establish a beachhead, recruit a fighting force, and generally prepare the situation to the point that I can administer the coup de grace. Furthermore, the power of the Portal Gems is tied to the life force of their respective guardians, so before I can enter a realm, it will be necessary for the lord of that land to lie vanquished. (At least,

## Horned Reaper

this will be true most of the time . . . I have R&D working on a scenario that will allow me to use the energy of captured Portal Gems to take a more proactive hand in certain key operations, but this will be on a strictly-as-needed basis, and will require extensive ground work).

If we succeed in this operation, we both stand to profit handsomely. I get another victory for the cause of Evil, the simpering souls of King Reggie and his would-be defenders, and those intriguingly vexatious Portal Gems, which I suspect to represent a significant source of power. You get the Kingdom-formerly-known-as- Harmonia itself, along with its still-living inhabitants, for your ongoing exploitation and amusement.

Failure would, of course, invoke the standard penalty clauses. (I wouldn't dream of insulting a professional like yourself with any softer deal.) Grind your bones to a red dust beneath my hooves, eternal torments infinitely beyond the scope of the mere word "pain," &cet. I'm sure you know the boilerplate.

I'm putting my staff to work on a detailed break-down of the operation, including recruiting opportunities, available assets and a recommended plan of action. Look it over carefully, and get back to me with your consent. This will be a challenging and involved operation, but I trust that once you see the opportunity at hand, there will be no question of refusal. I'm convinced you're exactly the entity we need for this job, and I would be most personally offended if you chose to decline.



Just a bit of human  
propaganda I thought you  
might find amusing.  
- HR

# Welcome to Harmonia



Hail all ye travelers, pilgrims, holy mendicants and honest merchants. His most compassionate royal majesty King Reginald the Just extends to you his most gracious invitation to enter and sojourn in the joyous and prosperous lands of Harmonia.

Fear not for your safety, dear friends! It is true that, 'til but recently, the beauty of Harmonia was most tragically marred by Monsters and Infernal Creatures tormenting and harassing the fair creatures of our land. Today, however, the kingdom once again lies serene and protected under the rule of its royal lord. This happy chance has come about because the wise and benevolent Royal College of Wizards has devised mighty wards, styled Portal Gems, which seal all demonic forces securely away beneath the earth. Thus may honest travelers once more pass freely throughout the Kingdom.

So come one, come all! Whether your purpose be resettlement, a sojourn with kinfolk, an holy pilgrimage, or commercial endeavor, the friendly folk of Harmonia are ready to make you welcome! Our inns fairly flow with the finest wine, beer and victuals, whilst our markets are o'erwhelmed with the bounty of our fields and the work of our skilled master craftsmen. All are welcome, all are safe!

# THE HORNED REAPER

Exalted Infernal Potentate, Haunter of the Dreams of Children, Scourge of Virtue,  
Bane of Chivalry, Most Dread Lord of the Abattoir of Souls

From comparatively humble beginnings as a feared dungeon enforcer on the front line of the war against virtue, the Horned Reaper ("Horny" only to his very good friends, "HR" to his co-workers) has become one of the most dread rulers of the infernal regions.

A warrior first, last and always, HR takes a strong lead in the ongoing campaign of dungeon infiltration against the realms of man. A boss who's not afraid to get his hands dirty, HR has been known to take scythe-in-hand to see to the final disposition of some hapless surface lord.

"Strategy and management are all very well, but there's nothing quite like the feel of some human 'hero's' viscera squishing wetly under foot," the Horned Reaper says.

Nonetheless, the Horned Reaper has earned a reputation as one of Evil's most innovative strategists, specializing in engineering the fall of realms considered too well defended to ever succumb to conquest. His management skills are also well-respected, as his gift for recognizing and nurturing the talents of the most promising dungeon keepers is well known.

The Horned Reaper attributes his remarkable rise to learning to control his legendary temper.

"I'm an embodiment of primal rage, so it's only natural that I have a temper," he chuckles. "Early in my career, I found that it could be my downfall if I let the rage control me at the wrong moment. My anger is my strength, and my secret is learning to use that strength to my benefit. Of course, I still love nothing more than disemboweling those foolish enough to defy my will, but I've learned to choose the time and place for my vengeance, which keeps my enemies from using my hideous anger against me."

The Horned Reaper is the author of one book, *Getting in Touch with your Inner Screaming Lethal Hellspawn: An Executive Guide*, published by Dis Press.

My personal press  
sheet, for your  
records.

- HR





# INHUMAN RESOURCES



# Welcome to Ear to the Wall's DUNGEON RESOURCE SERIES

## Second Edition

We here at Ear to the Wall understand that proper staffing is the key to dungeon management — it can mean the difference between a rather dreary but otherwise ineffective dungeon and a truly five-star catacomb of unending darkness. We also know the shortcomings of the typical annual review process. That's why we offer Investigative Reports and Comparative Analyses of your current staff and potential hires. Our inquisitors and headhunters find answers to the questions that could get you sued or eviscerated. We put our neck on the block so you don't have to.

## **Explanation of Report and Analysis Terms**

The following pages contain an explanation of each of the statistical categories that we investigate. These appear on the Investigative Report of each individual creature in our Dungeon Resource Series, and in the Comparative Analysis of all creatures that has been compiled for each category. Each statistic is listed as it appears on the Investigative Reports — if a different abbreviation is used in the Comparative Analysis, that abbreviation is listed in brackets.

In some of the areas investigated, a creature improves with experience. For such areas, we have devised four benchmarks: "Level 1," for creatures new to the job market; "Level 4," representing creatures with intermediate experience; "Level 7," for creatures on the verge of lower management; and "Level 10," for highly experienced creatures.

### **Physical Examination**

### **(Comparative Analysis on pp. 18-19)**

**Health.** How much damage the creature can take before dying. This increases with experience.

**Speed (tiles/sec)** and **Running speed (tiles/sec)**. This indicates how fast the creature can travel, whether walking or running. This also increases with experience.

**Agility.** How well the creature can twist and turn. This is primarily important during combat, but a highly agile creature can also add to a torturer's amusement.

**Slap Damage.** There is much to be said for slapping your recalcitrant employees around to encourage productivity, but the Dungeon Safety and Health Administration notes that too much slapping can be detrimental to a creature's Health. The creature takes this much damage each time you Slap it.

**Stun Duration (seconds).** How long the creature is stunned into immobility each time you drop it or it is hit by a stunning spell (for example, Tremor).



## Explanation of Report and Analysis Terms, cont.

**Hunger Rate (seconds).** How many seconds the creature can last between feedings. Note that creatures don't get hungry while in your Hand. Apparently, they have better things to worry about.

**Chickens to Fill.** How many chickens it takes to give this creature a square meal. If it can't consume this many, it will continue to be hungry.

**Health/Chicken.** How much Health the creature gains from each chicken it consumes. (Feathers aren't part of this dietary requirement, but most creatures consider them a great delicacy.)

**Time Awake (seconds).** How long the creature can work, fight and play before tiring.

**Sleep Duration (seconds).** The minimum time the creature will want to sleep. If seriously injured, it wants more recuperative sleep than this. A creature that has lost more than half its Health will want to continue sleeping until it has recovered at least half its Health, at 10 Health per second of sleep.

### **Combat Analysis**

### **(Comparative Analysis on p. 20)**

**Melee Attack Damage.** The amount of damage the creature inflicts with each successful blow in hand-to-hand combat, whether it be by tooth, claw, sword or scythe. This increases as the creature grows more experienced.

**Strikes Every (sec.).** The creature takes this long between blows in combat. Note that some creatures prefer to cast spells or use other offensive abilities. When doing so, the recharge time for the spell or ability determines how often the creature can strike.

**Fight Style.** Some prefer to wade into close combat; others prefer to attack from a distance. This isn't a factor unless there's an option. For a complete explanation of fight styles, see Type and Match for Maximum Pain, p. 127.

### **Productivity Assessment**

### **(Comparative Analysis on p. 21)**

**Pay (gold/10 min).** As in any industry, payday comes more often than the Chief Financial Officer would prefer. However, few paydays come as frequently as those in the dungeon — every 10 minutes. It must have something to do with shortened life expectancies .... Note that the more experience a creature has, the more it expects to be paid.

**Research Points (RPs) per second.** A certain amount of time must be invested in research to discover the structure of each new spell or trap. For ease of explanation, this research is quantified by Research Points. If the creature is in the Library, it can contribute the listed number of research points (per second) toward the next discovery. Note that this value improves with experience.



## Explanation of Report and Analysis Terms, cont.

**Manufacturing Points (MPs) per second.** As with research, it takes work to build a door or trap, quantified in this case by Manufacturing Points. If the creature is in the Workshop, it can contribute the listed number of manufacturing points (per second) toward the next item to be built. Again, note that this value improves with experience.

**Experience Points (EPs) per second (Fight).** The more your creatures fight, the better they can fight. (Either that, or they die.) It takes Experience Points to reach each new Level of experience, and this is how most creatures gain those points. (The Imp gains Experience Points by doing all the scurrying work that an Imp does.)

**Experience Points (EPs) per second (Train).** For basic fighting skills, creatures can seek the relative safety of a Training Room. They don't learn as quickly, but they're much more likely to survive. Once a creature attains Level 4, there is nothing more it can learn in a Training Room. It can continue learning in a Combat Pit (until it reaches Level 8), which is a mixed advantage — it earns experience as though it were in a real fight, but it can also die (just like a real fight ...).

### **Psychological Profile**

### **(Comparative Analysis on pp. 22-23)**

**Fear Threshold.** There's a lot out there in the dark to scare any reasonable creature, including enemy traps, spells and creatures. When it encounters more than it can handle, it turns tail and runs. The threat of all those threatening things is measured in Threat Points; when the Threat Points around a creature are higher than its Fear Threshold, it scampers. The more experienced the creature, the higher its Fear Threshold.

Some creatures, including the Skeleton and Vampire, don't have enough good sense to be scared — they are fearless and will never flee in terror.

**Threat Points.** Of course, the creature itself is one of those scary things, at least to enemies. The creature's Threat Points are also listed here. The more experienced the creature, the greater the threat it projects.

**Time to Convert (seconds).** The creature can hold up this long under torture before it breaks and converts to your side. Of course, there's always a chance that it will die before converting — if you'd rather the creature convert, be sure it stays healthy enough to survive as the torture proceeds. If a creature dies under torture, it will reveal something about its realm. (The more experienced the creature, the longer it can hold out.)



## Explanation of Report and Analysis Terms, cont.

### **Annoyance (and Pleasure)**

All creatures have a snapping point, when they run out of patience. As a potential employer, it is useful to know exactly which minor annoyances — being tortured, going hungry, not being paid — they most object to. Assuming 100 is the limit for each creature, each possible annoyance has been assigned a value (in “annoyance points,” if you will). When the sum of annoyances reaches 50, a creature becomes unhappy (noted by a “Frowny Face” on its information panel). If annoyances keep accumulating (and they will unless you do something), so that the sum reaches 100 annoyance points, the creature rebels (noted by an angry face on the panel), and it might take a friend or two with it.

**Annoyance (and Pleasure).** These are mostly self-explanatory. Note that those categories which list a time period (“per second”) continuously add to (or subtract from) the total as long as the condition continues. For example, most creatures are continuously annoyed while waiting for overdue pay. Those categories without a time period add (or subtract) for each occurrence. For example, most creatures are annoyed each time they’re Slapped.

**Free Friends on Jailbreak.** If a creature passes an enemy Prison containing creatures of its type, it will open the Prison door, allowing everyone inside to escape. Only the Imp and the Princes would refuse to help in this way.

### **Special Abilities**

**(listed on p. 24)**

**Spells/Abilities (Level Acquired).** Most creatures learn something special along the way. Some (like the Warlock) concentrate on such exotic skills. This category lists all powers that the creature will learn as it gains experience. The parenthetical number is the level at which the creature achieves it. For a complete description of each spell and ability, see *Creature Spells and Abilities*, p. 120.

**Possessed Abilities.** This table also lists each creature’s special abilities while you Possess it.

### **Additional Notes**

**(listed on p. 25)**

This final page of the Comparative Analyses lists all other miscellaneous significant features of those in the employment pool — how to attract them, which can fly, which are immune to various spells, and so forth.



## COMPARATIVE ANALYSIS

### Physical Examination

Creature Level	Health				Speed (tiles/sec)				Running (tiles/sec)			
	1	4	7	10	1	4	7	10	1	4	7	10
Bile Demon	600	1050	1500	3600	0.40	0.46	0.60	1.00	0.56	0.64	0.84	1.40
Black Knight	400	700	1000	2400	0.50	0.58	0.75	1.25	0.90	1.04	1.35	2.25
Dark Angel	300	525	750	1800	0.70	0.81	1.05	1.75	1.61	1.85	2.42	4.03
Dark Elf	100	175	250	600	0.70	0.81	1.05	1.75	1.26	1.45	1.89	3.15
Firefly	100	175	250	600	1.12	1.29	1.68	2.80	1.12	1.29	1.68	2.80
Goblin	150	263	375	900	0.70	0.81	1.05	1.75	1.26	1.45	1.89	3.15
Imp	50	88	125	300	1.84	2.12	2.76	4.60	1.84	2.12	2.76	4.60
Mistress	200	350	500	1200	0.70	0.81	1.05	1.75	1.26	1.45	1.89	3.15
Rogue	165	289	413	990	0.70	0.81	1.05	1.75	1.26	1.45	1.89	3.15
Salamander	150	263	375	900	0.60	0.69	0.90	1.50	1.08	1.24	1.62	2.70
Skeleton	150	263	375	900	0.70	0.81	1.05	1.75	0.90	1.04	1.35	2.25
Troll	100	175	250	600	0.60	0.69	0.90	1.50	1.08	1.24	1.62	2.70
Vampire	250	438	625	1500	0.70	0.81	1.05	1.75	1.26	1.45	1.89	3.15
Warlock	100	175	250	600	0.60	0.69	0.90	1.50	1.08	1.24	1.62	2.70
Horned Reaper				3600				2.00				2.00
Dwarf	100	175	250	600	0.90	1.04	1.35	2.25	1.08	1.24	1.62	2.70
Elven Archer	100	175	250	600	0.70	0.81	1.05	1.75	1.61	1.85	2.42	4.03
Fairy	150	263	375	900	0.80	0.92	1.20	2.00	1.12	1.29	1.68	2.80
Giant	400	700	1000	2400	0.50	0.58	0.75	1.25	0.90	1.04	1.35	2.25
Guard	300	525	750	1800	0.50	0.58	0.75	1.25	0.90	1.04	1.35	2.25
Knight	400	700	1000	2400	0.50	0.58	0.75	1.25	0.90	1.04	1.35	2.25
Monk	250	438	625	1500	0.60	0.69	0.90	1.50	1.08	1.24	1.62	2.70
Royal Guard	500	875	1250	3000	0.50	0.58	0.75	1.25	0.90	1.04	1.35	2.25
Stone Knight				2400				1.00				1.80
Thief	150	263	375	900	0.60	0.69	0.90	1.50	1.08	1.24	1.62	2.70
Wizard	150	263	375	900	0.60	0.69	0.90	1.50	1.08	1.24	1.62	2.70
Lord Of The Land	600	1050	1500	3600	0.70	0.81	1.05	1.75	1.26	1.45	1.89	3.15
Prince Balder		1200			0.84				1.51			
Prince Felix			1350			0.88				1.58		
Prince Tristran			1350			0.88				1.58		
King Reginald				3600			1.50				2.70	



## COMPARATIVE ANALYSIS

### Physical Examination (more)

Creature	Agility	Slap		Hunger	Chickens to Fill	Health/ Chicken	Time Awake	Sleep Duration
		Damage	Duration (sec)					
Bile Demon	Very Low	18	5	220	5	20	270	9
Black Knight	Low	18	4	200	2	50	300	9
Dark Angel	Low	16	4	200	2	38	360	9
Dark Elf	Moderate	10	3	200	1	25	300	9
Firefly	High	10	0	200	2	0	270	9
Goblin	Moderate	12	1	180	1	38	240	9
Imp	High	10	0	—	—	—	always	—
Mistress	Moderate	13	3	200	2	25	300	9
Rogue	Moderate	13	3	200	2	21	300	9
Salamander	Moderate	12	3	200	1	38	270	10
Skeleton	Low	12	2	—	—	—	always	—
Troll	Low	10	2	200	3	8	330	10
Vampire	Low	13	3	—	—	—	330	9
Warlock	Low	10	2	200	2	13	300	9
Horned Reaper	Moderate	24	3	—	—	—	always	0
Dwarf	Low	10	0	200	1	25	always	—
Elven Archer	Moderate	10	2	200	1	25	300	9
Fairy	High	12	0	200	1	38	270	8
Giant	Low	18	4	220	5	20	300	9
Guard	Low	16	3	220	2	38	330	9
Knight	Low	18	4	200	2	50	300	9
Monk	Low	12	1	200	2	19	300	9
Royal Guard	Low	18	3	220	2	50	300	9
Stone Knight	Very Low	18	5	—	—	—	always	—
Thief	Moderate	12	2	200	2	19	300	9
Wizard	Low	12	3	200	2	19	300	9
Lord Of The Land	Moderate	27	2	220	3	50	330	9
Prince Balder	Moderate	12	2	220	3	50	330	9
Prince Felix	Moderate	12	2	220	3	50	330	9
Prince Tristran	Moderate	12	2	220	3	50	330	9
King Reginald	Low	24	3	240	3	50	360	8



## COMPARATIVE ANALYSIS

### Combat Analysis

Creature	Preferred Weapon	Melee Attack Damage				Strikes Every (sec.)	Fight Style
		Level 1	Level 4	Level 7	Level 10		
Bile Demon	Body	53	92	131	315	3.5	Blocker
Black Knight	Blade	40	70	100	240	1.5	Blocker
Dark Angel	Blade	84	147	210	504	1.8	Blitzer
Dark Elf	Blunt	14	25	35	84	2.1	Support
Firefly	Body	13	23	33	78	1.0	Flanker
Goblin	Blade	17	30	43	102	1.3	Flanker
Imp	Blade	3	5	8	18	1.2	Useless
Mistress	Blade	48	84	120	288	1.8	Blitzer
Rogue	Blade	40	70	100	240	1.8	Flanker
Salamander	Body	20	35	50	120	1.3	Flanker
Skeleton	Blade	28	49	70	168	1.4	Flanker
Troll	Blunt	13	23	33	78	1.3	Blocker
Vampire	Blade	67	117	167	400	2.5	Blitzer
Warlock	Fireball	13	23	33	78	2.3	Support
Horned Reaper	Scythe				420	1.5	Blitzer
Dwarf	Blade	13	23	33	78	1.4	Flanker
Elven Archer	Blunt	14	25	35	84	2.7	Support
Fairy	Body	22	39	55	132	1.4	Flanker
Giant	Blunt	45	79	113	270	3.0	Blocker
Guard	Blade	40	70	100	240	2.0	Blocker
Knight	Blade	40	70	100	240	1.5	Blocker
Monk	Blunt	15	26	38	90	1.5	Flanker
Royal Guard	Blade	50	88	125	300	1.8	Blocker
Stone Knight	Blade				240	2.0	Blocker
Thief	Blade	23	40	58	138	1.4	Flanker
Wizard	Fireball	17	30	43	102	2.8	Support
Lord Of The Land	Blade	40	70	100	240	1.5	Blocker
Prince Balder	Blade		80			1.5	Blocker
Prince Felix	Scythe			90		1.5	Blocker
Prince Tristran	Scythe			90		1.5	Blocker
King Reginald	Blade				558	2.0	Blitzer



## COMPARATIVE ANALYSIS

### Productivity Assessment

Creatures	Pay (gold/10 min)				RPs/sec				MPs/sec				EPs/sec	EPs/sec
Level	1	4	7	10	1	4	7	10	1	4	7	10	(Fight)	(Train)
Bile Demon	600	690	840	1500	—	—	—	—	5	13	20	35	10	2
Black Knight	750	863	1050	1875	—	—	—	—	—	—	—	—	10	2
Dark Angel	750	863	1050	1875	3	6	10	18	—	—	—	—	10	2
Dark Elf	600	690	840	1500	—	—	—	—	—	—	—	—	15	3
Firefly	300	345	420	750	—	—	—	—	—	—	—	—	20	4
Goblin	500	575	700	1250	—	—	—	—	—	—	—	—	20	4
Imp	0	0	0	0	—	—	—	—	—	—	—	—	35	3
Mistress	600	690	840	1500	—	—	—	—	—	—	—	—	10	2
Rogue	650	748	910	1625	—	—	—	—	—	—	—	—	15	3
Salamander	500	575	700	1250	—	—	—	—	—	—	—	—	20	4
Skeleton	0	0	0	0	—	—	—	—	—	—	—	—	20	4
Troll	500	575	700	1250	—	—	—	—	6	15	24	42	15	3
Vampire	750	863	1050	1875	5	13	20	35	—	—	—	—	15	3
Warlock	600	690	840	1500	5	13	20	35	—	—	—	—	15	3
Horned Reaper	0	—	—	—	—	—	—	—	—	—	—	—	—	—
Dwarf	0	0	0	0	—	—	—	—	—	—	—	—	20	4
Elven Archer	600	690	840	1500	—	—	—	—	—	—	—	—	15	3
Fairy	600	690	840	1500	5	13	20	35	2	5	8	14	15	3
Giant	500	575	700	1250	—	—	—	—	15	38	60	105	15	3
Guard	600	690	840	1500	—	—	—	—	3	8	12	21	15	3
Knight	750	863	1050	1875	—	—	—	—	—	—	—	—	10	2
Monk	300	345	420	750	3	6	10	18	—	—	—	—	15	3
Royal Guard	750	863	1050	1875	—	—	—	—	—	—	—	—	10	2
Stone Knight	—	—	—	—	—	—	—	—	—	49	—	—	—	—
Thief	750	863	1050	1875	—	—	—	—	—	—	—	—	15	3
Wizard	750	863	1050	1875	10	25	40	70	—	—	—	—	15	3
Lord Of The Land	—	—	—	—	—	—	—	—	—	—	—	—	8	2
Prince Balder	900	—	—	—	—	—	—	—	—	—	—	—	8	2
Prince Felix	975	—	—	—	—	—	—	—	—	—	—	—	8	2
Prince Tristran	975	—	—	—	—	—	—	—	—	—	—	—	8	2
King Reginald	—	—	—	—	—	—	—	—	—	—	—	—	—	—



## COMPARATIVE ANALYSIS

### Psychological Profile

Creature	Fear Threshold				Threat Points				Time to Convert (sec)			
	Level	1	4	7	10	1	4	7	10	1	4	7
Bile Demon	30	53	75	150	12	21	30	60	200	230	280	600
Black Knight	53	93	133	265	21	37	53	105	240	276	336	720
Dark Angel	70	123	175	350	28	49	70	140	240	276	336	720
Dark Elf	5	9	13	25	2	4	5	10	80	92	112	240
Firefly	2	4	5	10	1	2	3	5	40	46	56	120
Goblin	5	9	13	25	4	7	10	20	80	92	112	240
Imp	1	1	1	3	1	1	1	1	80	92	112	240
Mistress	27	47	68	135	11	19	28	55	280	322	392	840
Rogue	19	33	48	95	8	14	20	40	120	138	168	360
Salamander	11	19	28	55	5	9	13	25	120	138	168	360
Skeleton	—	—	—	—	6	11	15	30	120	138	168	360
Troll	5	9	13	25	2	4	5	10	120	138	168	360
Vampire	—	—	—	—	11	19	28	55	240	276	336	720
Warlock	5	9	13	25	2	4	5	10	120	138	168	360
Horned Reaper								280				—
Dwarf	5	9	13	25	2	4	5	10	80	92	112	240
Elven Archer	5	9	13	25	2	4	5	10	80	92	112	240
Fairy	11	19	28	55	5	9	13	25	160	184	224	480
Giant	40	70	100	200	16	28	40	80	200	230	280	600
Guard	30	53	75	150	12	21	30	60	240	276	336	720
Knight	53	93	133	265	21	37	53	105	240	276	336	720
Monk	8	14	20	40	3	5	8	15	240	276	336	720
Royal Guard	40	70	100	200	16	28	40	80	360	414	504	1080
Stone Knight								80				—
Thief	11	19	28	55	5	9	13	25	120	138	168	360
Wizard	8	14	20	40	3	5	8	15	120	138	168	360
Lord Of The Land	80	140	200	400	32	56	80	160	—	—	—	—
Prince Balder		160				64				360		
Prince Felix			180				72			390		
Prince Tristran			180				72			390		
King Reginald				—			280			—		

Horned Reaper, King Reginald, Stone Knight and Lords of the Land cannot be Converted. To Convert a creature, you must first knock it unconscious and drag it to your Prison/Torture Chamber. Whenever any of the characters listed above are conquered, they die — they are never unconscious.



## COMPARATIVE ANALYSIS

### Psychological Profile (Annoyance)

Creature	No Lair /sec	No Food /sec	No Pay /sec	No Work /sec	Slap	Tortured /sec	Free Friends on Jailbreak
Bile Demon	.46	.46	.18	.15	9.1	3.4	Yes
Black Knight	.30	.30	.18	.15	9.1	3.4	Yes
Dark Angel	.40	.30	.30	.15	18	3.4	Yes
Dark Elf	.34	.30	.18	.15	9.1	3.4	Yes
Firefly	.37	0	.18	.15	9.1	3.4	Yes
Goblin	.30	.30	.18	.15	9.1	3.4	Yes
Imp	—	—	—	—	—	3.4	—
Mistress	.37	.34	.18	.15	-15	0	Yes
Rogue	.43	.30	.30	.15	9.1	3.4	Yes
Salamander	.27	.34	.18	.15	9.1	3.4	Yes
Skeleton	0	0	0	0	0	3.4	Yes
Troll	.40	.34	.18	.12	6.1	3.4	Yes
Vampire	.30	—	.18	.18	21	3.4	Yes
Warlock	.30	.30	.18	.21	21	3.4	Yes
Horned Reaper	—	—	—	—	24	—	—
Dwarf	—	—	—	—	—	3.4	Yes
Elven Archer	.34	.34	.18	.18	9.1	3.4	Yes
Fairy	.37	.46	.18	.18	9.1	3.4	Yes
Giant	.40	.30	.18	.18	9.1	3.4	Yes
Guard	.34	.34	.18	.18	9.1	3.4	Yes
Knight	.30	.46	.18	.18	9.1	3.4	Yes
Monk	.34	.27	.18	.18	9.1	3.4	Yes
Royal Guard	.37	.43	.18	.18	9.1	3.4	Yes
Thief	.17	.37	.30	.18	9.1	3.4	Yes
Wizard	.40	.34	.18	.24	21	3.4	Yes
Prince Balder	.27	.40	.18	.18	9.1	3.4	—
Prince Felix	.40	.34	.18	.18	9.1	3.4	—
Prince Tristran	.40	.27	.18	.18	9.1	3.4	—

Lords of the Land, King Reginald and Stone Knights can't be converted and (frankly) we don't care how angry they get.

### Additional Annoyance (and Pleasure)

#### Annoyance

- 0.5/sec All creatures (except Skeleton) are annoyed while being held in hand. Skeleton doesn't mind.
- 4.6/sec Converted Good creatures hate Evil creatures, and vice versa. If Evil and converted Good creatures are near each other, they are annoyed.
- 1/sec Alone in Combat Pit
- 0.3/sec Gambling when Casino is set to "Money"

#### Pleasure (Cancels Annoyance)

- Anytime you drop any amount of gold onto one of your creatures, any Anger Points caused by a missed Payday are erased. (It doesn't necessarily erase all anger — it might be mad about something else, as well.)
- 1/sec In Temple (praying)
- 2/sec In Lair (sleeping)
- 50 Combat Pit victor
- 1/sec Combat Pit spectator
- 6/sec Gambling when Casino is set to "Smiles"



## COMPARATIVE ANALYSIS

### Special Abilities

Creature	Spells/Abilities			Possessed Abilities
Bile Demon		Gas Cloud (4)	Gas Missile (8)	Dwarf Chucking
Black Knight				
Dark Angel		Disruption (4)	Hailstorm (8)	Skeleton Army (10)
Dark Elf	Arrow (!)	Knives (4)	Guided Bolt (8)	
Firefly			Wind (8)	Flying
Goblin				
Imp		Haste (4)	Teleport (8)	
Mistress		Lightning (4)	Freeze (8)	Hailstorm (10)
Rogue			Invisible (8)	Disguise/Stealing, Picking Locks
Salamander		Spit (4)	Fireball (8)	
Skeleton				
Troll				
Vampire		Slow (4)	Drain (8)	Raise Dead (!0)
Warlock	Fireball (!)	Heal (2)	Firebomb (8)	
Horned Reaper	Fireball			Can't be Possessed
Dwarf				
Elven Archer	Arrow (!)	Guided Bolt (4)	Grenade (8)	
Fairy		Lightning (4)	Cast Armour (8)	Praying
Giant				Dwarf Chucking
Guard				
Knight				
Monk	Heal (!)	Haste (4)	Cast Armour (8)	Praying
Royal Guard				
Stone Knight				Can't be Possessed
Thief			Invisible (8)	Disguise/Steal, Picking Locks
Wizard	Fireball (!)	Firebomb (4)	Super FB (8)	
Lord Of The Land				Can't be Possessed
Prince Balder				
Prince Felix				
Prince Tristran				
King Reginald				Can't be Possessed



## COMPARATIVE ANALYSIS

### Additional Notes

Bile Demon	Attracted by Hatchery (25 tiles) and Workshop (3x3)*
Black Knight	Attracted by Combat Pit (3x3)*
Dark Angel	Attracted by Temple (5x5 per pair of Angels)
Dark Elf	Attracted by Guardroom
Firefly	Attracted by empty tile in Lair, can fly, can move unharmed on lava
Goblin	Attracted by empty tile in Lair
Imp	Can't be Hypnotized, is created by magic (won't appear through Portal), doesn't leave a dead body
Mistress	Attracted by Torture Chamber (3x3)*
Rogue	Attracted by Casino (3x3)*
Salamander	Attracted by Training Room (3x3)* and tiles next to lava, can walk unharmed on lava
Skeleton	Fearless, created from dead prisoner (won't appear through Portal), doesn't leave a dead body
Troll	Attracted by Workshop (3x3)*
Vampire	Appears at Graveyard (3x3)* (won't appear through Portal), Fearless, is harmed by walking on water, doesn't leave a dead body
Warlock	Attracted by Library (3x3)*
Horned Reaper	Immune to Chicken and Turncoat, Fearless, can walk unharmed on lava, can't be Hypnotized, called with a talisman or spell (won't appear through Portal), doesn't leave a dead body, can't be Possessed
Dwarf	Digs 4 times as fast as the Imp (when converted)
Elven Archer	
Fairy	Can fly, can move unharmed on lava
Giant	Can walk unharmed on lava
Guard	
Knight	
Monk	Destroys any Vampire he kills
Royal Guard	
Stone Knight	Can't be converted, immune to Chicken and Turncoat, Fearless, doesn't leave a dead body
Thief	
Wizard	
Lord Of The Land	Can't be converted, immune to Chicken and Turncoat
Prince Balder	Immune to Chicken and Turncoat
Prince Felix	Immune to Chicken and Turncoat
Prince Tristran	Immune to Chicken and Turncoat
King Reginald	Can't be converted, immune to Chicken and Turncoat, Fearless, can't be Hypnotized, gains 40 Health/second while on his own land

\* The room must be functional. (See **The Art and Science of Room design**, page 72.)

## Self-Evaluation

Name

**BILE DEMON**

Primary Certification

**FRONT-LINE COMBAT**

Secondary Certification

**MANUFACTURING**

What is your greatest professional strength?

I AM FAR LARGER THAN ANY OTHER DUNGEON CREATURE, ALLOWING ME TO SERVE AS A VERITABLE SHIELD-WALL IN COMBAT.

What is your greatest professional weakness?

MY FORMIDABLE BULK DOES NOT ALLOW ME TO MOVE ABOUT QUICKLY.

What do you enjoy most about your job?

I TAKE GREAT DELIGHT IN MAYHEM.

I ENJOY WORKING WITH MY HANDS.

I FIND THE BENEFITS (LAIR & HATCHERY) MOST ACCOMMODATING.

What do you enjoy least about your job?

LONG MARCHES EXHAUST ME. I EXPECT MY SUPERVISOR TO SEE TO MY TRANSPORT TO AND FROM BATTLE.

What do you want to get out of your position?

AS LONG AS I HAVE A COMFORTABLE LAIR, PLENTIFUL CHICKENS AND A REGULAR SALARY, I AM MORE THAN CONTENT.

### **Supervisor's Comments**

The Bile Demon is attracted by a Hatchery (25 tiles) and a functional Workshop.

It is slow, ravenous and lazy. If you have to drop it far away from its Lair or a Hatchery, plan on picking it up and putting it back manually. Otherwise, it may grow unmanageably surly as it makes its own laborious way back home, growing ever more hungry and tired on the way.

This flatulent fiend is a **Blocker** by fighting style, which means it will squat in the middle of a tile and not move. It's not easy to move a 1-ton beast with no legs and a wanton disregard for deodorant. It is able to take a lot of hits before it turns horns and rolls away, and it can also deliver





## SUPERVISOR'S EVALUATION

### Bile Demon

a hefty blow. In combat, this odorly challenged sweatball should be placed in the front line, like a living wall. However, due to its rotundity, it will remain stunned longer when dropped than any other creature, so beware. If you do choose to drop it, either drop it a little way away to give it time to stand up, or hobble the advancing enemy with the Thunderbolt spell.

When not in combat, use it as a Workshop crafter. While some say the standard of its traps are be quite as precise as the Troll's (a charge we find based on prejudice; our rigorous tests indicated no difference between them), it answers even these naysayers by manufacturing items at an alarming rate.

#### Professional Aptitudes

<b>Aptitudes</b>	Fighter, Artisan
<b>Special abilities</b>	Gas Cloud (Level 4)
	Gas Missile (Level 8)

<b>While Possessed</b>	Dwarf Chucking
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#### Physical Examination

Level	1	4	7	10
<b>Health</b>	600	1050	1500	3600
<b>Speed (tiles/sec)</b>	0.40	0.46	0.60	1.00
<b>Running speed</b>	0.56	0.64	0.84	1.40
<b>Agility</b>	Very Low			
<b>Slap damage</b>	18			
<b>Stun duration (sec)</b>	5			
<b>Hunger rate (sec)</b>	220			
<b>Chickens to fill</b>	5			
<b>Health/chicken</b>	20			
<b>Time awake (sec)</b>	270			
<b>Time asleep (sec)</b>	9			

#### Combat Analysis

Level	1	4	7	10
<b>Melee attack damage</b>	53	92	131	315
<b>Preferred weapon</b>	Body			
<b>Fight style</b>	Blocker			
<b>Strikes every</b>	3.5 seconds			

#### Productivity Assessment

Level	1	4	7	10
<b>Pay (gold/10 min)</b>	600	690	840	1500
<b>MPs/sec (building)</b>	5	13	20	35
<b>EPs/sec (fighting)</b>	10			
<b>EPs/sec (training)</b>	2			

#### Psychological Profile

Level	1	4	7	10
<b>Fear threshold</b>	30	53	75	150
<b>Threat Points</b>	12	21	30	60
<b>Time to convert (sec)</b>	200	230	280	600
<b>Assist jailbreak?</b>	Yes			
<b>Annoyance at</b>				
<b>No sleep (per sec)</b>	.46			
<b>No food (per sec)</b>	.46			
<b>No pay (per sec)</b>	.18			
<b>No work (per sec)</b>	.15			
<b>Torture (per sec)</b>	3.4			
<b>In Hand (per sec)</b>	.50			
<b>Slap</b>	9.1			
<b>Alone in Combat Pit</b>	1			
<b>Near hated (per sec)</b>	4.6			
<b>Pleasure at</b>				
<b>Sleeping (per sec)</b>	2			
<b>Praying (per sec)</b>	1			
<b>Winning in Pit</b>	50			
<b>Viewing Pit (per sec)</b>	1			
<b>Receiving gold gift</b>	Erases all anger at no pay			

## Self-Evaluation

Name

**Black Knight**

Primary Certification

Front-line combat

Secondary Certification

None

What is your greatest professional strength?

I am verily a most puissant warrior.

What is your greatest professional weakness?

I have no great weaknesses in battle, and naught else pertains.

What do you enjoy most about your job?

I glory in the clash of arms, and delight in the humiliation of the chivalrous.

What do you enjoy least about your job?

I have no taste for long and tedious waits 'tween battles.

What do you want to get out of your position?

I seek to master my military calling, and ever enhance my glory as a champion of Evil.

### **Supervisor's Comments**

It's *Black Knight*, OK? Dark Angel, Dark Elf, *Black Knight*. The "Dark Knight" is that guy with the pointy ears and the cape, and he's owned by a major media conglomerate that nobody wants to mess with, so get it right!

The Black Knight is attracted by a Combat Pit (3 x 3).

Like the Bile Demon, the Black Knight is also a Blocker. Many blows, both physical and magical, are required to worry this darkest of warriors. The extreme weight of his armour means that he is slow to recover from stunning, but once he's up, he's without doubt the finest frontline force you could wish for.

Attracted as he is by the Combat Pit, it would be wise to place him within it as often as possible, to allow him to hone his savage skills.



## SUPERVISORS EVALUATION

### Black Knight

Professional Aptitudes				
Aptitude	Fighter			
<b>Physical Examination</b>				
Level	1	4	7	10
Health	400	700	1000	2400
Speed (tiles/sec)	0.40	0.46	0.60	1.00
Running speed	0.56	0.64	0.84	1.40
Agility	Low			
Slap damage	18			
Stun duration (sec)	4			
Hunger rate (sec)	200			
Chickens to fill	2			
Health/chicken	50			
Time awake (sec)	270			
Time asleep (sec)	9			
<b>Combat Analysis</b>				
Level	1	4	7	10
Melee attack damage	53	92	131	315
Preferred weapon	Blade			
Fight style	Blocker			
Strikes every	1.5 seconds			
<b>Productivity Assessment</b>				
Level	1	4	7	10
Pay (gold/10 min)	750	863	1050	1875
EPs/sec (fighting)	10			
EPs/sec (training)	2			

Psychological Profile				
Level	1	4	7	10
<b>Fear threshold</b>	53	93	133	265
<b>Threat Points</b>	21	37	53	105
<b>Time to convert (sec)</b>	240	276	336	720
<b>Assist jailbreak?</b>	Yes			
<b>Annoyance at</b>				
<b>No sleep (per sec)</b>	.30			
<b>No food (per sec)</b>	.30			
<b>No pay (per sec)</b>	.18			
<b>No work (per sec)</b>	.15			
<b>Torture (per sec)</b>	3.4			
<b>In Hand (per sec)</b>	.50			
<b>Slap</b>	9.1			
<b>Alone in Combat Pit</b>	1			
<b>Near hated (per sec)</b>	4.6			
<b>Pleasure at</b>				
<b>Sleeping (per sec)</b>	2			
<b>Praying (per sec)</b>	1			
<b>Winning in Pit</b>	50			
<b>Viewing Pit (per sec)</b>	1			
<b>Receiving gold gift</b>	erases all anger at no pay			

## Self-Evaluation

Name

**DARK ANGEL**

Primary Certification

**COMMANDO**

Secondary Certification

**RESEARCH**



What is your greatest professional strength?

**I AM SWIFT AND MIGHTY. I SMITE THE FOE WITH A STRENGTH NONE CAN EQUAL.**

**I AM IMBUED WITH MYSTIC POWER, AND CAN CREATE AN ARMY OF SKELETONS.**

What is your greatest professional weakness?

**ON THIS PLANE, MY PHYSICAL FORM IS NOT DIFFICULT TO DESTROY.**

What do you enjoy most about your job?

**SMITING THE VAIN SERVANTS OF SO-CALLED "VIRTUE."**

What do you enjoy least about your job?

**IT IS INCONSISTENT WITH MY OTHERWORLDLY DIGNITY TO CONSORT WITH LESSER CREATURES. NONETHELESS, I TOLERATE THIS AFFRONT IN THE NAME OF EVIL.**

What do you want to get out of your position?

**MY ONLY AMBITION IS TO SCOURGE THE UNIVERSE OF PALTRY "MORALITY" AND PULING "INNOCENCE."**

### **Supervisor's Comments**

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The Dark Angel is attracted by a Temple (5 x 5 per pair of Angels).

He fights in the Blitzer style, meaning that he will attempt to smash through enemy front lines and massacre any Support creatures that may be cowering in the rear. At the highest levels, he is able to create small armies of Skeletons to do his fighting for him, but he is perfectly capable of fending for himself. In fact, with the exception of the sickening King Reginald, he can issue more damage with a single blow than any other creature.





## SUPERVISORS EVALUATION

### Dark Angel

#### Professional Aptitudes

<b>Aptitudes</b>	Fighter, Thinker
<b>Special abilities</b>	Disruption (Level 4)
	Hailstorm (Level 8)
	Skeleton Army (Level 10)

#### Physical Examination

Level	1	4	7	10
<b>Health</b>	300	525	750	1800
<b>Speed (tiles/sec)</b>	0.70	0.81	1.05	1.75
<b>Running speed</b>	1.61	1.85	2.42	4.03
<b>Agility</b>	Low			
<b>Slap damage</b>	16			
<b>Stun duration (sec)</b>	4			
<b>Hunger rate (sec)</b>	200			
<b>Chickens to fill</b>	2			
<b>Health/chicken</b>	38			
<b>Time awake (sec)</b>	360			
<b>Time asleep (sec)</b>	9			

#### Combat Analysis

Level	1	4	7	10
<b>Melee attack damage</b>	84	147	210	504
<b>Preferred weapon</b>	Blade			
<b>Fight style</b>	Blitzer			
<b>Strikes every</b>	1.8 seconds			

#### Productivity Assessment

Level	1	4	7	10
<b>Pay (gold/10 min)</b>	750	863	1050	1875
<b>RPs/sec (researching)</b>	3	6	10	18
<b>EPs/sec (fighting)</b>	10			
<b>EPs/sec (training)</b>	2			

#### Psychological Profile

Level	1	4	7	10
<b>Fear threshold</b>	70	123	175	350
<b>Threat Points</b>	28	49	70	140
<b>Time to convert (sec)</b>	240	276	336	720
<b>Assist jailbreak?</b>	Yes			
<b>Annoyance at</b>				
<b>No sleep (per sec)</b>	.40			
<b>No food (per sec)</b>	.30			
<b>No pay (per sec)</b>	.30			
<b>No work (per sec)</b>	.15			
<b>Torture (per sec)</b>	3.4			
<b>In Hand (per sec)</b>	.50			
<b>Slap</b>	9.1			
<b>Alone in Combat Pit</b>	1			
<b>Near hated (per sec)</b>	4.6			
<b>Pleasure at</b>				
<b>Sleeping (per sec)</b>	2			
<b>Praying (per sec)</b>	1			
<b>Winning in Pit</b>	50			
<b>Viewing Pit (per sec)</b>	1			
<b>Receiving gold gift</b>	erases all anger at no pay			

## Self-Evaluation

Name

Dark Elf

Primary Certification

Supporting Fire

Secondary Certifications

Sentry, Group Tactics

What is your greatest professional strength?

The wisdom to work in concert with my sisters for maximum efficiency, plus the patience of the hunter.

I have the ability to stealthily approach the enemy and engage them with long-range sniper fire.

Female creatures have ALL the strengths of males!

What is your greatest professional weakness?

My gender is NOT a weakness! However, as an archer, I have to travel light, so I have few defenses in close combat.

What do you enjoy most about your job?

Working with my sisters in harmonious sorority.

The quiet times while on guard duty.

What do you enjoy least about your job?

Certain female creatures who THINK they're such great warriors, when all they really are is adolescent male fantasy figures!

What do you want to get out of your position?

I want to prove to the Evil Powers that female humanoids don't have to DEGRADE themselves to be an asset to the cause.



## SUPERVISORS EVALUATION

### Dark Elf

#### Supervisor's Comments

The Dark Elf is attracted by a Guardroom. Even after she arrives, she will continue to gravitate toward Guard Rooms, even at low levels. If you need to train the Dark Elf fast, and your guard points are reasonably secure, pick her up bodily and drop her in the Training Room.

The Dark Elf acts as a Support fighter. This means that she will stay at the back in combat, shooting her crossbow at the enemy lines, with deadly accuracy and a slight odour of caper berries.

During peacetime, she will guard in Guard Rooms, pacing up and down, and patrolling any Guard Posts that may have been built, lamenting the lack of respect she receives.

#### Professional Aptitudes

<b>Aptitude</b>	Fighter
<b>Special abilities</b>	Arrow (Level 1) Knives (Level 4) Guided Bolt (Level 8)

#### Productivity Assessment

<b>Level</b>	1	4	7	10
<b>Pay (gold/10 min)</b>	600	690	840	1500
<b>EPs/sec (fighting)</b>	15			
<b>EPs/sec (training)</b>	3			

#### Physical Examination

<b>Level</b>	1	4	7	10
<b>Health</b>	100	175	250	600
<b>Speed (tiles/sec)</b>	0.70	0.81	1.05	1.75
<b>Running speed</b>	1.26	1.45	1.89	3.15
<b>Agility</b>	Moderate			
<b>Slap damage</b>	10			
<b>Stun duration (sec)</b>	3			
<b>Hunger rate (sec)</b>	200			
<b>Chickens to fill</b>	1			
<b>Health/chicken</b>	25			
<b>Time awake (sec)</b>	300			
<b>Time asleep (sec)</b>	9			

#### Psychological Profile

<b>Level</b>	1	4	7	10
<b>Fear threshold</b>	5	9	13	25
<b>Threat Points</b>	2	4	5	10
<b>Time to convert (sec)</b>	80	92	112	240
<b>Assist jailbreak?</b>	Yes			
<b>Annoyance at</b>				
<b>No sleep (per sec)</b>	.34			
<b>No food (per sec)</b>	.30			
<b>No pay (per sec)</b>	.18			
<b>No work (per sec)</b>	.15			
<b>Torture (per sec)</b>	3.4			
<b>In Hand (per sec)</b>	.50			
<b>Slap</b>	9.1			
<b>Alone in Combat Pit</b>	1			
<b>Near hated (per sec)</b>	4.6			
<b>Pleasure at</b>				
<b>Sleeping (per sec)</b>	2			
<b>Praying (per sec)</b>	1			
<b>Winning in Pit</b>	50			
<b>Viewing Pit (per sec)</b>	1			
<b>Receiving gold gift</b>	erases all anger at no pay			

#### Combat Analysis

<b>Level</b>	1	4	7	10
<b>Melee attack damage</b>	14	25	35	84
<b>Preferred weapon</b>	Blunt			
<b>Fight style</b>	Support			
<b>Strikes every</b>	2.1 seconds			

## Self-Evaluation

Name

Firefly

Primary Certification

Aerial Reconnaissance

Secondary Certification

Combat Air Support

What is your greatest professional strength?

I'm quick and clever! I seek out secrets!

What is your greatest professional weakness?

I'm easy to hurt, poor me! But only if they can catch me first!

What do you enjoy most about your job?

Seeking and spying! Flitting away from slow, stupid creatures!

What do you enjoy least about your job?

Boring stuff! Fighting, not flitting!

What do you want to get out of your position?

Just let me fly! Don't make me fight!

### Supervisor's Comments

The Firefly is attracted by an empty tile in the Lair.

It is extremely useful in exploring remote corners of large open areas, particularly ones defended by lava (which it flies over with impunity). However, if allowed to explore freely it can sometimes lead invaders directly to your dungeon.

For whatever it's worth, the Firefly cannot be tortured in an electric chair — placing it in one will simply kill it. It can be tortured normally with a rack.

The Firefly's multifaceted eyes lend a unique perspective on the world when Possessed.

While the Firefly doesn't make a strong fighter, nor can it research, manufacture or guard, it is nonetheless very useful, as it is the best Scout on hand. It will wander around any accessible unexplored areas, revealing it to its master.

If it finds itself in combat, it will act as a Flanker. This trait, similar to Blitzers, will see Flanker creatures target Support creatures, but avoid Blockers if possible. Happily, the Firefly will not be stunned when dropped.



## SUPERVISOR'S EVALUATION

**Firefly**

### Professional Aptitudes

<b>Aptitudes</b>	Scout, Fighter
<b>Special ability</b>	Wind (Level 8)
<b>While Possessed</b>	Flying

### Physical Examination

Level	1	4	7	10
<b>Health</b>	100	175	250	600
<b>Speed (tiles/sec)</b>	1.12	1.29	1.68	2.80
<b>Running speed</b>	1.12	1.29	1.68	2.80
<b>Agility</b>	High			
<b>Slap damage</b>	10			
<b>Stun duration (sec)</b>	0			
<b>Hunger rate (sec)</b>	200			
<b>Chickens to fill</b>	2			
<b>Health/chicken</b>	0			
<b>Time awake (sec)</b>	270			
<b>Time asleep (sec)</b>	9			

### Combat Analysis

Level	1	4	7	10
<b>Melee attack damage</b>	13	23	33	78
<b>Preferred weapon</b>	Body			
<b>Fight style</b>	Flanker			
<b>Strikes every</b>	1.0 seconds			

### Productivity Assessment

Level	1	4	7	10
<b>Pay (gold/10 min)</b>	300	345	420	750
<b>EPs/sec (fighting)</b>	20			
<b>EPs/sec (training)</b>	4			

### Psychological Profile

<b>Level</b>	1	4	7	10
<b>Fear threshold</b>	2	4	5	10
<b>Threat Points</b>	1	2	3	5
<b>Time to convert (sec)</b>	40	46	56	120
<b>Assist jailbreak?</b>	Yes			
<b>Annoyance at</b>				
<b>No sleep (per sec)</b>	.37			
<b>No food (per sec)</b>	—			
<b>No pay (per sec)</b>	.18			
<b>No work (per sec)</b>	.15			
<b>Torture (per sec)</b>	3.4			
<b>In Hand (per sec)</b>	.50			
<b>Slap</b>	9.1			
<b>Alone in Combat Pit</b>	1			
<b>Near hated (per sec)</b>	4.6			
<b>Pleasure at</b>				
<b>Sleeping (per sec)</b>	2			
<b>Praying (per sec)</b>	1			
<b>Winning in Pit</b>	50			
<b>Viewing Pit (per sec)</b>	1			
<b>Receiving gold gift</b>	erases all anger at no pay			

## Self-Evaluation

Name

Goblin

Primary Certification

Combat Infantry

Secondary Certification

None

What is your greatest professional strength?

just a grunt. Fight and die when the brass say so.

It don't take me long to get to my feet when I'm dropped in a fight.

What is your greatest professional weakness?

I ain't no fancy damn supernuchal terrier. I got guts and blood, an it's too damn easy to spill em both.

What do you enjoy most about your job?

Surviving

The cassino is OK

What do you enjoy least about your job?

Like anybody really give a damn.

What do you want to get out of your position?

Dunno. Big ol castle and a buncha slaves be nice. Think that'll happen?

### **Supervisor's Comments**

The Goblin is attracted by an empty tile in the Lair.

The Goblin has one important advantage in battle — his remarkably short recovery time after being dropped. When you're dropping a whole pile of creatures, try dropping the Goblin first, and the more powerful fighters and spellcasters a bit behind him. The Goblin will recover quickly and screen the other creatures while they're dazed and vulnerable.

The Goblin is one of the more valuable minions in a Keeper's army. He is a Flanker, and so rushes to attack any Support creatures he can get to. While the Goblin doesn't do heavy damage in combat, he does strike very quickly. This is what makes a group of Goblins so effective against more powerful creatures.

Out of combat, he is one of the most slothlike creatures you will encounter, doing nothing particularly useful other than training.

# SUPERVISOR'S EVALUATION

## Goblin



### Professional Aptitudes

Aptitude	Fighter			
Level	1	4	7	10
<b>Health</b>	150	263	375	900
<b>Speed (tiles/sec)</b>	0.70	0.81	1.05	1.75
<b>Running speed</b>	1.26	1.45	1.89	3.15
<b>Agility</b>	Moderate			
<b>Slap damage</b>	12			
<b>Stun duration (sec)</b>	1			
<b>Hunger rate (sec)</b>	180			
<b>Chickens to fill</b>	1			
<b>Health/chicken</b>	38			
<b>Time awake (sec)</b>	240			
<b>Time asleep (sec)</b>	9			

### Combat Analysis

Level	1	4	7	10
<b>Melee attack damage</b>	17	30	43	102
<b>Preferred weapon</b>	Blade			
<b>Fight style</b>	Flanker			
<b>Strikes every</b>	1.3 seconds			

### Productivity Assessment

Level	1	4	7	10
<b>Pay (gold/10 min)</b>	500	575	700	1250
<b>EPs/sec (fighting)</b>	20			
<b>EPs/sec (training)</b>	4			

### Psychological Profile

<b>Level</b>	1	4	7	10
<b>Fear threshold</b>	5	9	13	25
<b>Threat Points</b>	4	7	10	20
<b>Time to convert (sec)</b>	80	92	112	240
<b>Assist jailbreak?</b>	Yes			
<b>Annoyance at</b>				
<b>No sleep (per sec)</b>	.30			
<b>No food (per sec)</b>	.30			
<b>No pay (per sec)</b>	.18			
<b>No work (per sec)</b>	.15			
<b>Torture (per sec)</b>	3.4			
<b>In Hand (per sec)</b>	.50			
<b>Slap</b>	9.1			
<b>Alone in Combat Pit</b>	1			
<b>Near hated (per sec)</b>	4.6			
<b>Pleasure at</b>				
<b>Sleeping (per sec)</b>	2			
<b>Praying (per sec)</b>	1			
<b>Winning in Pit</b>	50			
<b>Viewing Pit (per sec)</b>	1			
<b>Receiving gold gift</b>	erases all anger at no pay			

## Self-Evaluation

Name

**IMP**

Primary Certification

**ENGINEER**

Secondary Certification

**COMBAT IRREGULAR**

What is your greatest professional strength?

**NEVER TIRED WORK WORK WORK**

**CAN SEE THRU WALLS ME**

What is your greatest professional weakness?

**NO FIGHT WORK WORK WORK**

What do you enjoy most about your job?

**DIG DIG DIG WORK WORK WORK**

What do you enjoy least about your job?

**SCARY HEROES HURT ME BAD RUN RUN RUN**

What do you want to get out of your position?

**WORK HARD BE GOOD HARD WORKER ME**

### **Supervisor's Comments**

The Imp is not attracted like normal creatures — it is created magically. It can't be Hypnotised, and doesn't leave a dead body.

The Imp possesses the Claim Scan power, which allows it to sense the terrain in the immediate vicinity of its current location, even through rock. It's the Imp that allows you to see nearby water, lava and gold as your dungeon expands.

The Imp will only fight enemy Imps, unless your Dungeon Heart is under attack, in which case it'll attack whatever's threatening the Heart. Unfortunately, there's no way to get the Imp to stop defending the Dungeon Heart, and instead (for example), drag your unconscious Dark Angel off to his Lair.

You could have every spell, every trap, every creature at highest level, but without the Imp, you might as well pack your bags. Despite the fact that it is your weakest creature, and will only fight when its Dungeon Heart is attacked, it is the backbone of every conquest, and knowing how to use it well marks the difference between a competent Keeper and a master Keeper.

# SUPERVISOR'S EVALUATION



## Imp

The Imp will do all the jobs you need to build your dungeon, advance, and conquer. It will reinforce your walls, claim the terrain, dig the rock, mine your gold, place your traps, recover your wounded, imprison your enemies, fill your graveyards. Always have a healthy complement of Imps so that no tasks that need doing are left neglected.

The Imp recovers Health while on its own terrain, so feel free to Slap it a little. This will make it work harder.

It can increase in experience, but not through training. It gains experience by working, so make sure that it always has something to do. At higher levels, the Imp can speed itself up, and at the highest levels, the Imp has been known to teleport to where it needs to go.

### Professional Aptitudes

<b>Aptitudes</b>	Scout, Worker
<b>Special abilities</b>	Haste (Level 4) Teleport (Level 8)

### Productivity Assessment

<b>Pay (gold/10 min)</b>	Doesn't need pay
<b>EPs/sec (fighting)</b>	35
<b>EPs/sec (training)</b>	3

### Physical Examination

<b>Level</b>	1	4	7	10
<b>Health</b>	50	88	125	300
<b>Speed (tiles/sec)</b>	1.84	2.12	2.76	4.60
<b>Running speed</b>	1.84	2.12	2.76	4.60
<b>Agility</b>	High			
<b>Slap damage</b>	10			
<b>Stun duration (sec)</b>	0			
<b>Hunger rate (sec)</b>	Doesn't eat			
<b>Time awake (sec)</b>	Doesn't sleep			

### Psychological Profile

<b>Level</b>	1	4	7	10
<b>Fear threshold</b>	1	1	1	3
<b>Threat Points</b>	1	1	1	1
<b>Time to convert (sec)</b>	80	92	112	240
<b>Assist jailbreak?</b>	No			
<b>Annoyance at</b>				
<b>No sleep (per sec)</b>	n.a.			
<b>No food (per sec)</b>	n.a.			
<b>No pay (per sec)</b>	n.a.			
<b>No work (per sec)</b>	—			
<b>Torture (per sec)</b>	3.4			
<b>In Hand (per sec)</b>	.50			
<b>Slap</b>	—			
<b>Alone in Combat Pit</b>	1			
<b>Near hated (per sec)</b>	4.6			
<b>Pleasure at</b>				
<b>Sleeping (per sec)</b>	2			
<b>Praying (per sec)</b>	1			
<b>Winning in Pit</b>	50			
<b>Viewing Pit (per sec)</b>	1			
<b>Receiving gold gift</b>	erases all anger at no pay			

## Self-Evaluation

Name

Mistress

Primary Certification

Commando

Secondary Certifications

Support fire, morale and motivation

What is your greatest professional strength?

Well ... let's talk about my SECORD greatest professional strength, which is hit-and-run combat.

What is your greatest professional weakness?

I suppose that sometimes I spend just a BIT too much time in the "playroom."

I have a weakness for dominant masculine entities, but so far that's been more of a professional asset ...

What do you enjoy most about your job?

Now THAT's a silly question ...

What do you enjoy least about your job?

As long as I get my pay and access to my playroom, I have everything I need.

What do you want to get out of your position?

To which position do you refer? I have a million of them.

Seriously, maybe we can get together some time and discuss long-term career options? Hmm?



### **Supervisor's Comments**

The Mistress is attracted by a functional Torture Chamber.

At low levels, she will divide her time between the Training Room and the Torture Chamber if left to her own devices. This can greatly slow her advancement. To get her to focus on training, pick her up and place her manually in the Training Room.

As fighters go, you will find few creatures more eager, and more suited to their type (Blitzer), than the Mistress. With her astonishing speed and piercing strikes, she can quickly break through enemy lines and start on the Support creatures with little problem. Her only weakness is her toughness — one coat of vinyl on bare flesh provides little in the way of protection, and so she can be quickly killed if not protected. Use her as a shock troop and she will prove her usefulness.

Note that the Mistress picks up offensive spells beginning at Level 4, allowing her to conduct ranged combat.



## SUPERVISOR'S EVALUATION

### Mistress

#### Professional Aptitudes

<b>Aptitude</b>	Fighter
<b>Special abilities</b>	Lightning (Level 4)
	Freeze (Level 8)
	Hailstorm (Level 10)

#### Physical Examination

Level	1	4	7	10
<b>Health</b>	200	350	500	1200
<b>Speed (tiles/sec)</b>	0.70	0.81	1.05	1.75
<b>Running speed</b>	1.26	1.45	1.89	3.15
<b>Agility</b>	Moderate			
<b>Slap damage</b>	13			
<b>Stun duration (sec)</b>	3			
<b>Hunger rate (sec)</b>	200			
<b>Chickens to fill</b>	2			
<b>Health/chicken</b>	25			
<b>Time awake (sec)</b>	300			
<b>Time asleep (sec)</b>	9			

#### Combat Analysis

Level	1	4	7	10
<b>Melee attack damage</b>	48	84	120	288
<b>Preferred weapon</b>	Blade			
<b>Fight style</b>	Blitzer			
<b>Strikes every</b>	1.8 seconds			

#### Productivity Assessment

Level	1	4	7	10
<b>Pay (gold/10 min)</b>	600	690	840	1500
<b>EPs/sec (fighting)</b>	10			
<b>EPs/sec (training)</b>	2			

#### Psychological Profile

<b>Level</b>	1	4	7	10
<b>Fear threshold</b>	27	47	68	135
<b>Threat Points</b>	11	19	28	55
<b>Time to convert (sec)</b>	280	322	392	840
<b>Assist jailbreak?</b>	Yes			
<b>Annoyance at</b>				
<b>No sleep (per sec)</b>	.37			
<b>No food (per sec)</b>	.34			
<b>No pay (per sec)</b>	.18			
<b>No work (per sec)</b>	.15			
<b>In Hand (per sec)</b>	.50			
<b>Slap</b>	0			
<b>Alone in Combat Pit</b>	1			
<b>Near hated (per sec)</b>	4.6			
<b>Pleasure at</b>				
<b>Torture (per sec)</b>	.15			
<b>Sleeping (per sec)</b>	2			
<b>Praying (per sec)</b>	1			
<b>Winning in Pit</b>	50			
<b>Viewing Pit (per sec)</b>	1			
<b>Receiving gold gift</b>				erases all anger at no pay

## **Self-Evaluation**

Name

Rogue

Primary Certification

Scout

Secondary Certification

*Support combat, asset acquisition*

What is your greatest professional strength?

*Smart as a whip, quick as lightning, tough as nails. I'm an all-purpose kind of cat.*

*I can see a trap comin' a mile off, daddy-o.*

*I can backstab, baby!*

What is your greatest professional weakness?

*When you're out on your own in enemy territory, you have to stay on your toes. If I'm not careful, I can get cut off and taken down pretty quick.*

What do you enjoy most about your job?

*Those "special merit bonuses" the enemy so kindly supplies.*

*And hey, I LOVE that swingin' Casino.*

What do you enjoy least about your job?

*Training is a drag, man, but you gotta keep in shape. I don't dig front-line combat ... leave that action to the bigger cats.*

What do you want to get out of your position?

*Are you kiddin'? A swingin' pad and a fine lady. All due respects to you "cause of Evil" dudes and all, but I'm strictly in this for number one.*

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### **Supervisor's Comments**

The Rogue is attracted by a functional Casino.

When not in combat, Rogues will sneak off and scout out unexplored areas, like the Firefly. As with the Firefly, an unmonitored Rogue can easily lead enemies back to your dungeon.

# SUPERVISOR'S REPORT



## Rogue

The Rogue is a Flanker, and the most capable of them. In combat, it is best to use him to attack the enemy from behind, because he can inflict ferocious damage this way, more so than any other creature. While all creatures do extra damage if attacking a foe from behind, the Rogue does a formidable *double* normal damage from the back.

However, his best use is when Possessed — he can disguise himself as one of the enemy and roam freely about their dungeon, exploring it without causing alarm. His ability to pick locks also makes him invaluable.

### Professional Aptitudes

<b>Aptitudes</b>	Scout, Fighter
<b>Special abilities</b>	Invisible (Level 8)
<b>While Possessed</b>	Disguise/Stealing Picking Locks

### Productivity Assessment

Level	1	4	7	10
<b>Pay (gold/10 min)</b>	650	748	910	1625
<b>EPs/sec (fighting)</b>	15			
<b>EPs/sec (training)</b>	3			

### Physical Examination

Level	1	4	7	10
<b>Health</b>	165	289	413	990
<b>Speed (tiles/sec)</b>	0.70	0.81	1.05	1.75
<b>Running speed</b>	1.26	1.45	1.89	3.15
<b>Agility</b>	Moderate			
<b>Slap damage</b>	13			
<b>Stun duration (sec)</b>	3			
<b>Hunger rate (sec)</b>	200			
<b>Chickens to fill</b>	2			
<b>Health/chicken</b>	21			
<b>Time awake (sec)</b>	300			
<b>Time asleep (sec)</b>	9			

### Psychological Profile

Level	1	4	7	10
<b>Fear threshold</b>	19	33	48	95
<b>Threat Points</b>	8	14	20	40
<b>Time to convert (sec)</b>	120	138	168	360
<b>Assist jailbreak?</b>	Yes			
<b>Annoyance at</b>				
<b>No sleep (per sec)</b>	.43			
<b>No food (per sec)</b>	.30			
<b>No pay (per sec)</b>	.30			
<b>No work (per sec)</b>	.15			
<b>Torture (per sec)</b>	3.4			
<b>In Hand (per sec)</b>	.50			
<b>Slap</b>	9.1			
<b>Alone in Combat Pit</b>	1			
<b>Near hated (per sec)</b>	4.6			
<b>Pleasure at</b>				
<b>Sleeping (per sec)</b>	2			
<b>Praying (per sec)</b>	1			
<b>Winning in Pit</b>	50			
<b>Viewing Pit (per sec)</b>	1			
<b>Receiving gold gift</b>		erases all anger at no pay		

### Combat Analysis

Level	1	4	7	10
<b>Melee attack damage</b>	40	70	100	240
<b>Preferred weapon</b>	Blade			
<b>Fight style</b>	Flanker			
<b>Strikes every</b>	1.8 seconds			

## Self-Evaluation

Name

**Salamander**

Primary Certification

**Shock Troop**

Secondary Certification

**VOLCANIC ENVIRONMENT SPECIALIST**

What is your greatest professional strength?

**fire is my friend, it does not touch me.**

What is your greatest professional weakness?

**within the limits of my elemental nature I have no weaknesses.**

What do you enjoy most about your job?

**LAVA WARMS AND COMFORTS ME.**

What do you enjoy least about your job?

**COLD MAMMALS ARE POOR COMPANY.**

What do you want to get out of your position?

**TO SEE THE BLOOD OF THE WORLD ONCE MORE RUN RED AND HOT, AS IT DID IN THE AGES BEFORE THE MAMMALS CAME.**



### Supervisor's Comments

The Salamander is attracted by a functional Training Room, but only in those realms containing lava. It can walk unharmed on lava, and (in fact) will appear only in those realms with lava somewhere within the realm. It is primarily combat-driven, and will always gravitate toward the Training Room if left to its own devices.

The battle traits of the Salamander are that of a Flanker. It will try to circle its prey, before lashing out with its deadly claws. At Level 4 it gains a Spit ability, allowing it to conduct ranged combat. At this and higher levels, its long-range spells can be used as back-up Support.





## SUPERVISOR'S EVALUATION

### Salamander

#### Professional Aptitudes

<b>Aptitude</b>	Fighter
<b>Special abilities</b>	Spit (Level 4)
	Fireball (Level 8)

#### Physical Examination

Level	1	4	7	10
<b>Health</b>	150	263	375	900
<b>Speed (tiles/sec)</b>	0.60	0.69	0.90	1.50
<b>Running speed</b>	1.08	1.24	1.62	2.70
<b>Agility</b>	Moderate			
<b>Slap damage</b>	12			
<b>Stun duration (sec)</b>	3			
<b>Hunger rate (sec)</b>	200			
<b>Chickens to fill</b>	1			
<b>Health/chicken</b>	38			
<b>Time awake (sec)</b>	270			
<b>Time asleep (sec)</b>	10			

#### Combat Analysis

Level	1	4	7	10
<b>Melee attack damage</b>	20	35	50	120
<b>Preferred weapon</b>	Body			
<b>Fight style</b>	Flanker			
<b>Strikes every</b>	1.3 seconds			

#### Productivity Assessment

Level	1	4	7	10
<b>Pay (gold/10 min)</b>	500	575	700	1250
<b>EPs/sec (fighting)</b>	20			
<b>EPs/sec (training)</b>	4			

#### Psychological Profile

<b>Level</b>	1	4	7	10
<b>Fear threshold</b>	11	19	28	55
<b>Threat Points</b>	5	9	13	25
<b>Time to convert (sec)</b>	120	138	168	360
<b>Assist jailbreak?</b>	Yes			
<b>Annoyance at</b>				
<b>No sleep (per sec)</b>	.27			
<b>No food (per sec)</b>	.34			
<b>No pay (per sec)</b>	.18			
<b>No work (per sec)</b>	.15			
<b>Torture (per sec)</b>	3.4			
<b>In Hand (per sec)</b>	.50			
<b>Slap</b>	9.1			
<b>Alone in Combat Pit</b>	1			
<b>Near hated (per sec)</b>	4.6			
<b>Pleasure at</b>				
<b>Sleeping (per sec)</b>	2			
<b>Praying (per sec)</b>	1			
<b>Winning in Pit</b>	50			
<b>Viewing Pit (per sec)</b>	1			
<b>Receiving gold gift</b>	erases all anger at no pay			

## Self-Evaluation

Name

Skeleton

Primary Certification

Combat Infantry

Secondary Certification

None

What is your greatest professional strength?

No pain. No fear.

What is your greatest professional weakness?

When I fall, I am forever dead.

What do you enjoy most about your job?

No more joy.

What do you enjoy least about your job?

No more sorrow.

What do you want to get out of your position?

Death.



### Supervisor's Comments

The Skeleton will only appear when a prisoner dies in your Prison. When it falls in combat, it is instantly and irretrievably destroyed.

If the Skeleton is created with the Raise Dead or Skeleton Army creature spells, it only lasts for about 30 seconds, then falls apart on its own.

The Skeleton has no natural healing. The only way to restore lost Health is with your Heal spell.

Although it is possible to train the Skeleton in a Combat Pit, doing so is very dangerous (at least, to the Skeleton). If it falls in the Pit, it is destroyed. It must be kept alive through Heal spells, or pulled out before it falls to pieces.

The Skeleton is unique amongst your minions, as it requires no Lair, no pay and no food. Like the Salamander and Rogue, it is a Flanker, but will quite happily fight any creature near it. As it has no Lair, and is also fearless, it will never leave a fight, but battle 'til it drops. In addition, it leaves no body behind, so cannot be imprisoned or used to create Vampires.



## SUPERVISOR'S EVALUATION

### Skeleton

The Skeleton has no job it likes to do, so will aimlessly wander about your dungeon when it has trained all it can and there is no fighting to be done.

#### Professional Aptitudes

Aptitude	Fighter			
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#### Physical Examination

Level	1	4	7	10
Health	150	263	375	900
Speed (tiles/sec)	0.70	0.81	1.05	1.75
Running speed	0.90	1.04	1.35	2.25
Agility	Low			
Slap damage	12			
Stun duration (sec)	2			
Hunger rate (sec)	Doesn't eat			
Time awake (sec)	Doesn't sleep			

#### Combat Analysis

Level	1	4	7	10
Melee attack damage	28	49	70	168
Preferred weapon	Blade			
Fight style	Flanker			
Strikes every	1.4 seconds			

#### Productivity Assessment

Level	1	4	7	10
Pay (gold/10 min)	Doesn't need pay			
EPs/sec (fighting)	20			
EPs/sec (training)	4			

#### Psychological Profile

Level	1	4	7	10
Fear threshold	Fearless			
Threat Points	6	11	15	30
Time to convert (sec)	120	138	168	360
Assist jailbreak?	Yes			
Annoyance at				
No sleep (per sec)	n.a.			
No food (per sec)	n.a.			
No pay (per sec)	n.a.			
No work (per sec)	0			
Torture (per sec)	3.4			
In Hand (per sec)	.50			
Slap	9.1			
Alone in Combat Pit	1			
Near hated (per sec)	4.6			
Pleasure at				
Sleeping (per sec)	2			
Praying (per sec)	1			
Winning in Pit	50			
Viewing Pit (per sec)	1			
Receiving gold gift	erases all anger at no pay			

## **Self-Evaluation**

Name

**Troll**

Primary Certification

**Engineer**

Secondary Certification

**Combat support**

What is your greatest professional strength?

I know what HARD WORK is, which is more than I can say for some others around here.

What is your greatest professional weakness?

If you want somebody to fight, get yerself a Goblin. I'll do me duty, but don expect no heroics.

What do you enjoy most about your job?

Time in the Workshop, doin somethin useful.

What do you enjoy least about your job?

Sittin around on me bum, waitin for some human moron to come an slice me.

What do you want to get out of your position?

I wanna be foreman sum day.

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### **Supervisor's Comments**

The Troll is attracted by a functional Workshop.

He isn't the most obvious combat creature, as he is less than resilient and does little damage to enemies. However, he is a brave creature, and being a Blocker, will hold his ground and try to stop anyone from passing.

Outside of combat, there is no doubt that the Troll should be in the Workshop. He is an extremely efficient manufacturer of Traps and Doors, and will toil there without complaint.





## SUPERVISOR'S EVALUATION

### Troll

#### Professional Aptitudes

Aptitudes	Artisan, Fighter			
	1	4	7	10

#### Physical Examination

Level	1	4	7	10
Health	100	175	250	600
Speed (tiles/sec)	0.60	0.69	0.90	1.50
Running speed	1.08	1.24	1.62	2.70
Agility	Low			
Slap damage	10			
Stun duration (sec)	2			
Hunger rate (sec)	200			
Chickens to fill	3			
Health/chicken	8			
Time awake (sec)	330			
Time asleep (sec)	10			

#### Combat Analysis

Level	1	4	7	10
Melee attack damage	13	23	33	78
Preferred weapon	Blunt			
Fight style	Blocker			
Strikes every	1.3 seconds			

#### Productivity Assessment

Level	1	4	7	10
Pay (gold/10 min)	500	575	700	1250
MPs/sec (building)	6	15	24	42
EPs/sec (fighting)	15			
EPs/sec (training)	3			

#### Psychological Profile

Level	1	4	7	10
<b>Fear threshold</b>	5	9	13	25
<b>Threat Points</b>	2	4	5	10
<b>Time to convert (sec)</b>	120	138	168	360
<b>Assist jailbreak?</b>	Yes			
<b>Annoyance at</b>				
<b>No sleep (per sec)</b>	.40			
<b>No food (per sec)</b>	.34			
<b>No pay (per sec)</b>	.18			
<b>No work (per sec)</b>	.12			
<b>Torture (per sec)</b>	3.4			
<b>In Hand (per sec)</b>	.50			
<b>Slap</b>	6.1			
<b>Alone in Combat Pit</b>	1			
<b>Near hated (per sec)</b>	4.6			
<b>Pleasure at</b>				
<b>Sleeping (per sec)</b>	2			
<b>Praying (per sec)</b>	1			
<b>Winning in Pit</b>	50			
<b>Viewing Pit (per sec)</b>	1			
<b>Receiving gold gift</b>	erases all anger at no pay			

## Self-Evaluation

Name

VAMPIRE

Primary Certification

SPECIAL FORCES

Secondary Certification

R&D

What is your greatest professional strength?

WHEN I FALL, I CAN RETURN TO MY COFFIN AS A MIST, AND RAISE MYSELF AGAIN, UNTIL MY ENERGIES ARE COMPLETELY DISSIPATED.

I DO NOT EAT ... CHICKENS.

What is your greatest professional weakness?

CROSSING WATER DISCOMFITS AND WEAKENS ME.

WHEN MY ENERGIES ARE ALL EXHAUSTED, I AM UTTERLY DEAD.

I AM ALSO VULNERABLE TO THE ACCURSED PIETY OF MONKS, WHO CAN SLAY ME UTTERLY.

What do you enjoy most about your job?

HUNTING THE LIVING.

THE RESEARCH OF ARCANAE MAGICS.

What do you enjoy least about your job?

I FIND THE COMPANY OF MORTAL CREATURES TEDIOUS.

THE MONOTONY OF TRAINING IS BENEATH MY DIGNITY.

What do you want to get out of your position?

THE RESPECT DUE TO A LORD OF THE UNDEAD, AND THE POWER TO HOLD THAT RESPECT.

### Supervisor's Comments

The Vampire is attracted by a Graveyard (3 x 3), and is fearless, even in combat.

When the Vampire falls in battle, he loses a level and resurrests. If the Vampire is Level 1 when he falls, he is permanently dead. Otherwise, if your Graveyard is at least 5x5 in size, the Vampire will resurrect there. If your Graveyard is smaller, he will resurrect at a random spot in your dungeon. (You must have at least a 3x3 Graveyard for the Vampire to resurrect at all.)

The Vampire has two of the most potent first-person abilities. He can fly as a bat (for scouting), and he can Hypnotise, so that enemy creatures can be prevailed upon to turn on their own allies.



## SUPERVISOR'S EVALUATION

### Vampire

He is a Blitzer and will attempt to cut through the blocking ranks to home in on enemy Support creatures. He has two weaknesses, however — he cannot cross water (if he attempts to, he will suffer burns as though in lava) and he is extremely vulnerable to Monks. If the Vampire (at any level) is killed by a Monk (of any level) the Vampire is permanently dead. Even so, he still leaves no dead body.

As a worker, the Vampire is best used in a Library, where he is as good at researching as the Warlock. Note that he will not train unless specifically ordered to do so. You are advised to spend time training him, so that he is able to resurrect more times.

#### Professional Aptitudes

<b>Aptitudes</b>	Thinker, Fighter
<b>Special abilities</b>	Slow (Level 4)
	Drain (Level 8)
	Raise Dead (Level 10)
<b>While Possessed</b>	Turn to Bat
	Hypnotise

#### Physical Examination

<b>Level</b>	1	4	7	10
<b>Health</b>	250	438	625	1500
<b>Speed (tiles/sec)</b>	0.70	0.81	1.05	1.75
<b>Running speed</b>	1.26	1.45	1.89	3.15
<b>Agility</b>	Low			
<b>Slap damage</b>	13			
<b>Stun duration (sec)</b>	3			
<b>Hunger rate (sec)</b>	Doesn't eat			
<b>Time awake (sec)</b>	330			
<b>Time asleep (sec)</b>	9			

#### Combat Analysis

<b>Level</b>	1	4	7	10
<b>Melee attack damage</b>	67	117	167	400
<b>Preferred weapon</b>	Blade			
<b>Fight style</b>	Blitzer			
<b>Strikes every</b>	2.5 seconds			

#### Productivity Assessment

<b>Level</b>	1	4	7	10
<b>Pay (gold/10 min)</b>	750	863	1050	1875
<b>RPs/sec (researching)</b>	5	13	20	35
<b>EPs/sec (fighting)</b>	15			
<b>EPs/sec (training)</b>	3			

#### Psychological Profile

<b>Level</b>	1	4	7	10
<b>Fear threshold</b>	Fearless			
<b>Threat Points</b>	11	19	28	55
<b>Time to convert (sec)</b>	240	276	336	720
<b>Assist jailbreak?</b>	Yes			
<b>Annoyance at</b>				
<b>No sleep (per sec)</b>	.30			
<b>No food (per sec)</b>	n.a.			
<b>No pay (per sec)</b>	.18			
<b>No work (per sec)</b>	.18			
<b>Torture (per sec)</b>	3.4			
<b>In Hand (per sec)</b>	.50			
<b>Slap</b>	6.1			
<b>Alone in Combat Pit</b>	1			
<b>Near hated (per sec)</b>	4.6			
<b>Pleasure at</b>				
<b>Sleeping (per sec)</b>	2			
<b>Praying (per sec)</b>	1			
<b>Winning in Pit</b>	50			
<b>Viewing Pit (per sec)</b>	1			
<b>Receiving gold gift</b>	erases all anger at no pay			

## Self-Evaluation

Name

 arlock

Primary Certification

R&D

Secondary Certification

Artillery

What is your greatest professional strength?

I faithfully serve my Master in his search for new and potent magics.

What is your greatest professional weakness?

As my gracious Master knows, I have but little defense against physical assault.

What do you enjoy most about your job?

Obeying my Master's will.

What do you enjoy least about your job?

Although battle little suits the temperament of a scholar, I will fight to the limits of my skill for my Master's cause.

What do you want to get out of your position?

My Master's pleasure in my dutiful service, and whatever small rewards he may deem just and proper.

### **Supervisor's Comments**

The Warlock is attracted by a functional Library.

He is the prime **Support** creature. He can support frontline troops in two ways — in addition to his ability to lob spells at the enemy, he also has the power to Heal others in combat. Be sure to drop him a distance away from the enemy, because he is very weak defensively, and can be killed very quickly.

His natural place is in the Library, either researching new spells or upgrading existing ones. Don't forget to train him, however, as his ability to Heal comes only after at least minimal training.



## SUPERVISORS EVALUATION

### Warlock

#### Professional Aptitudes

<b>Aptitudes</b>	Thinker, Fighter			
<b>Special abilities</b>	Fireball (Level 1) Heal Creature (Level 2) Firebomb (Level 8)			

#### Physical Examination

<b>Level</b>	1	4	7	10
<b>Health</b>	100	175	250	600
<b>Speed (tiles/sec)</b>	0.60	0.69	0.90	1.50
<b>Running speed</b>	1.08	1.24	1.62	2.70
<b>Agility</b>	Low			
<b>Slap damage</b>	10			
<b>Stun duration (sec)</b>	2			
<b>Hunger rate (sec)</b>	200			
<b>Chickens to fill</b>	2			
<b>Health/chicken</b>	13			
<b>Time awake (sec)</b>	300			
<b>Time asleep (sec)</b>	9			

#### Combat Analysis

<b>Level</b>	1	4	7	10
<b>Melee attack damage</b>	13	23	33	78
<b>Preferred weapon</b>	Fireball (5 seconds to recharge)			
<b>Fight style</b>	Support			
<b>Strikes every</b>	2.3 seconds (hand-to-hand)			

#### Productivity Assessment

<b>Level</b>	1	4	7	10
<b>Pay (gold/10 min)</b>	600	690	840	1500
<b>RPs/sec (researching)</b>	5	13	20	35
<b>EPs/sec (fighting)</b>	15			
<b>EPs/sec (training)</b>	3			

#### Psychological Profile

<b>Level</b>	1	4	7	10
<b>Fear threshold</b>	5	9	13	25
<b>Threat Points</b>	2	4	5	10
<b>Time to convert (sec)</b>	120	138	168	360
<b>Assist jailbreak?</b>	Yes			
<b>Annoyance at</b>				
<b>No sleep (per sec)</b>	.30			
<b>No food (per sec)</b>	.30			
<b>No pay (per sec)</b>	.18			
<b>No work (per sec)</b>	.21			
<b>Torture (per sec)</b>	3.4			
<b>In Hand (per sec)</b>	.50			
<b>Slap</b>	21			
<b>Alone in Combat Pit</b>	1			
<b>Near hated (per sec)</b>	4.6			
<b>Pleasure at</b>				
<b>Sleeping (per sec)</b>	2			
<b>Praying (per sec)</b>	1			
<b>Winning in Pit</b>	50			
<b>Viewing Pit (per sec)</b>	1			
<b>Receiving gold gift</b>	erases all anger at no pay			



# HEADHUNTERS' EVALUATION

## Horned Reaper



### Professional Aptitudes

<b>Aptitude</b>	Fighter
<b>Special abilities</b>	Fireball
Can't be Possessed	

### Physical Examination

<b>Health</b>	3600
<b>Speed (tiles/sec)</b>	2.00
<b>Running speed</b>	2.00
<b>Agility</b>	Moderate
<b>Slap damage</b>	24 (disappears when Slapped)
<b>Hunger rate (sec)</b>	Doesn't eat
<b>Time awake (sec)</b>	Doesn't sleep

### Combat Analysis

<b>Melee attack damage</b>	420
<b>Preferred weapon</b>	Scythe
<b>Fight style</b>	Blitzer
<b>Strikes every</b>	1.5 seconds

### Productivity Assessment

<b>Pay (gold/10 min)</b>	Doesn't need pay
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### Psychological Profile

<b>Fear threshold</b>	Fearless
<b>Threat Points</b>	280
<b>Time to convert (sec)</b>	Can't be tortured
<b>Annoyance at</b>	
<b>No sleep (per sec)</b>	n.a.
<b>No food (per sec)</b>	n.a.
<b>No pay (per sec)</b>	n.a.
<b>No work (per sec)</b>	n.a.
<b>Torture (per sec)</b>	n.a.
<b>In Hand (per sec)</b>	n.a.
<b>Slap</b>	24 (and disappears)
<b>Alone in Combat Pit</b>	n.a.
<b>Near hated (per sec)</b>	4.6
<b>Pleasure at</b>	
<b>Sleeping (per sec)</b>	n.a.
<b>Praying (per sec)</b>	n.a.
<b>Winning in Pit</b>	n.a.
<b>Viewing Pit (per sec)</b>	n.a.
<b>Receiving gold gift</b>	n.a.

### Additional Notes

The Horned Reaper is called only with a talisman or spell. He is immune to Chicken and Turncoat spells, can't be Hypnotised, can walk unharmed on lava, and is fearless. It is rumored that he doesn't leave a dead body, although no one will officially go on record as having seen him fall in combat. If not supplied with a constant flood of mana (2000 per **second**, starting about a minute after he is first summoned), he disappears for more hospitable climes.



# HEROIC CREATURES

## RECRUITMENT PROSPECTUS

All converted Heroic creatures will cause discontent among your naturally Evil creatures, and vice versa. This is the only natural creature rivalry in these realms. This discontent can be minimized by providing your former heroes with separate Lairs, Hatcheries and Training Rooms from your Portal creatures.

### Correspondences

Several heroic creatures correspond closely to certain of your Portal monsters. Sometimes the relationship is basically that of a double (Black Knight/Knight, Dark Elf/Elven Archer); at other times it's more of an opposite (Mistress/Fairy, Vampire/Monk).

The correspondences include:

<i>Monster</i>	<i>Heroic Creature</i>
Imp	Dwarf
Dark Elf	Elven Archer
Mistress	Fairy
Bile Demon	Giant
Goblin	Guard
Black Knight	Knight
Vampire	Monk
Rogue	Thief
Warlock	Wizard

(Trolls, Fireflies, Salamanders and Skeletons have no heroic counterparts.)



# HEADHUNTERS' EVALUATION

## Dwarf



### Professional Aptitudes

Aptitudes	Scout, Worker, Fighter
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### Physical Examination

Level	1	4	7	10
<b>Health</b>	100	175	250	600
<b>Speed (tiles/sec)</b>	0.90	1.04	1.35	2.25
<b>Running speed</b>	1.08	1.24	1.62	2.70
<b>Agility</b>	Low			
<b>Slap damage</b>	10			
<b>Stun duration (sec)</b>	0			
<b>Hunger rate (sec)</b>	200			
<b>Chickens to fill</b>	1			
<b>Health/chicken</b>	25			
<b>Time awake (sec)</b>	Never sleeps			

### Combat Analysis

Level	1	4	7	10
<b>Melee attack damage</b>	13	23	33	78
<b>Preferred weapon</b>	Blade			
<b>Fight style</b>	Flanker			
<b>Strikes every</b>	1.4 seconds			

### Productivity Assessment

Level	1	4	7	10
<b>Pay (gold/10 min)</b>	Doesn't need pay			
<b>EPs/sec (fighting)</b>	20			
<b>EPs/sec (training)</b>	4			

### Psychological Profile

Level	1	4	7	10
<b>Fear threshold</b>	5	9	13	25
<b>Threat Points</b>	2	4	5	10
<b>Time to convert (sec)</b>	80	92	112	240
<b>Assist jailbreak?</b>	Yes			
<b>Annoyance at</b>				
<b>No sleep (per sec)</b>	n.a.			

### No food (per sec)

—

### No pay (per sec)

n.a.

### No work (per sec)

—

### Torture (per sec)

3.4

### In Hand (per sec)

.50

### Slap

—

### Alone in Combat Pit

1

### Near hated (per sec)

4.6

### Pleasure at

### Sleeping (per sec)

2

### Praying (per sec)

1

### Winning in Pit

50

### Viewing Pit (per sec)

1

### Receiving gold gift

erases all anger at no pay

### Recruitment Prospects

#### Potential Staffing: Engineer, Combat Irregular

The Dwarf is a curious, hybrid creature. On one hand he can fight (rather badly), and generally act like any other annoying heroic pest. On the other hand, he digs and collects gold just like an Imp. Heroic parties use him to break through your carefully reinforced walls into your dungeon.

Recruitment of the Dwarf is not recommended. He doesn't do anything you can't do with your own Imp and other creatures. Interestingly, if you recruit the Dwarf, he cannot be sacked. He can neither be thrown out through a Portal, like your creatures, or into your Dungeon Heart, like the Imp. Also, the Dwarf cannot train in a Combat Pit ... it is impossible to get him to enter the Pit.

The Dwarf is a Flanker in combat, but a Keeper who chooses to convert him would do best to use him as an Imp-alike. If converted, he can carry out all the tasks that the Imp can, but often do them better. For this reason, he is best kept out of combat and used to perform dungeon chores.



# HEADHUNTERS' EVALUATION

## Elven Archer



### Professional Aptitudes

<b>Aptitude</b>	Fighter
<b>Special abilities</b>	Arrow (Level 1)
	Guided Bolt (Level 4)
	Grenade (Level 8)

### Physical Examination

Level	1	4	7	10
<b>Health</b>	100	175	250	600
<b>Speed (tiles/sec)</b>	0.70	0.81	1.05	1.75
<b>Running speed</b>	1.61	1.85	2.42	4.03
<b>Agility</b>	Moderate			
<b>Slap damage</b>	10			
<b>Stun duration (sec)</b>	2			
<b>Hunger rate (sec)</b>	200			
<b>Chickens to fill</b>	1			
<b>Health/chicken</b>	25			
<b>Time awake (sec)</b>	300			
<b>Time asleep (sec)</b>	9			

### Combat Analysis

Level	1	4	7	10
<b>Melee attack damage</b>	14	25	35	84
<b>Preferred weapon</b>	Blunt			
<b>Fight style</b>	Support			
<b>Strikes every</b>	2.7 seconds			

### Productivity Assessment

Level	1	4	7	10
<b>Pay (gold/10 min)</b>	600	690	840	1500
<b>EPs/sec (fighting)</b>	15			
<b>EPs/sec (training)</b>	3			

### Psychological Profile

Level	1	4	7	10
<b>Fear threshold</b>	5	9	13	25
<b>Threat Points</b>	2	4	5	10
<b>Time to convert (sec)</b>	80	92	112	240
<b>Assist jailbreak?</b>	Yes			

### Annoyance at

<b>No sleep (per sec)</b>	.34
<b>No food (per sec)</b>	.34
<b>No pay (per sec)</b>	.18
<b>No work (per sec)</b>	.18
<b>Torture (per sec)</b>	3.4
<b>In Hand (per sec)</b>	.50
<b>Slap</b>	9.1
<b>Alone in Combat Pit</b>	1
<b>Near hated (per sec)</b>	4.6
<b>Pleasure at</b>	
<b>Sleeping (per sec)</b>	2
<b>Praying (per sec)</b>	1
<b>Winning in Pit</b>	50
<b>Viewing Pit (per sec)</b>	1
<b>Receiving gold gift</b>	erases all anger at no pay

### Recruitment Prospects

#### Potential Staffing: Guard, Sniper

The difference between the Dark Elf and the converted Elven Archer basically comes down to hairstyle. Unless you're working on some exotic tactic that requires vast quantities of massed archers, there's really no reason to recruit the Elven Archer if you already have the Dark Elf in your service.

Like the Dark Elf, the Elven Archer is a Support creature. She will attempt to stand as far back as possible from the enemy and fire arrows from her longbow. A number of Elven Archers at the rear of any offensive will prove to be very effective. However, like all Support creatures, they need to be well defended.



# HEADHUNTER'S EVALUATION

## Fairy



### Professional Aptitudes

<b>Aptitudes</b>	Fighter, Thinker, Artisan
<b>Special abilities</b>	Lightning (Level 4) Cast Armour (Level 8) Wind (Level 10)
<b>While Possessed</b>	Praying

### Physical Examination

Level	1	4	7	10
<b>Health</b>	150	263	375	900
<b>Speed (tiles/sec)</b>	0.80	0.92	1.20	2.00
<b>Running speed</b>	1.12	1.29	1.68	2.80
<b>Agility</b>	High			
<b>Slap damage</b>	12			
<b>Stun duration (sec)</b>	0			
<b>Hunger rate (sec)</b>	200			
<b>Chickens to fill</b>	1			
<b>Health/chicken</b>	38			
<b>Time awake (sec)</b>	270			
<b>Time asleep (sec)</b>	8			

### Combat Analysis

Level	1	4	7	10
<b>Melee attack damage</b>	22	39	55	132
<b>Preferred weapon</b>	Body			
<b>Fight style</b>	Flanker			
<b>Strikes every</b>	1.4 seconds			

### Productivity Assessment

Level	1	4	7	10
<b>Pay (gold/10 min)</b>	600	690	840	1500
<b>RPs/sec (researching)</b>	5	13	20	35
<b>MPs/sec (building)</b>	2	5	8	14
<b>EPs/sec (fighting)</b>	15			
<b>EPs/sec (training)</b>	3			

### Psychological Profile

Level	1	4	7	10
<b>Fear threshold</b>	11	19	28	55
<b>Threat Points</b>	5	9	13	25
<b>Time to convert (sec)</b>	160	184	224	480
<b>Assist jailbreak?</b>	Yes			

### Annoyance at

<b>No sleep (per sec)</b>	.37
<b>No food (per sec)</b>	.46
<b>No pay (per sec)</b>	.18
<b>No work (per sec)</b>	.18
<b>Torture (per sec)</b>	3.4
<b>In Hand (per sec)</b>	.50
<b>Slap</b>	9.1
<b>Alone in Combat Pit</b>	1
<b>Near hated (per sec)</b>	4.6
<b>Pleasure at</b>	
<b>Sleeping (per sec)</b>	2
<b>Praying (per sec)</b>	1
<b>Winning in Pit</b>	50
<b>Viewing Pit (per sec)</b>	1
<b>Receiving gold gift</b>	erases all anger at no pay

### Recruitment Prospects

#### Potential Staffing: Scouting, Combat Support, Research

The Fairy is a versatile little creature that's well worth recruiting, particularly if you're willing to go to the effort to train her up to full effectiveness. Her ability to fly over lava makes her a scout equal to the Firefly (when Possessed), without the unconventional optical effects. She can even hold her own in a Library.

The Fairy is a Flanker, and with her speed and flight, is often able to attack the Support creatures that would otherwise be well defended by enemy frontline Blockers. However, she really comes into her own at high levels, as a combat spellcaster. She's a better combat spellcaster than the Warlock (in general), because her higher speed makes it possible for her to get away if the enemy breaks through your line and attacks her, giving her a much higher life expectancy than other spellcasters. Of course, if she does get cornered, she goes down quickly.



# HEADHUNTER'S EVALUATION

## Giant



### Professional Aptitudes

<b>Aptitudes</b>	Fighter, Artisan
<b>While Possessed</b>	Dwarf Chucking

### Physical Examination

Level	1	4	7	10
<b>Health</b>	400	700	1000	2400
<b>Speed (tiles/sec)</b>	0.50	0.58	0.75	1.25
<b>Running speed</b>	0.90	1.04	1.35	2.25
<b>Agility</b>	Low			
<b>Slap damage</b>	18			
<b>Stun duration (sec)</b>	4			
<b>Hunger rate (sec)</b>	220			
<b>Chickens to fill</b>	5			
<b>Health/chicken</b>	20			
<b>Time awake (sec)</b>	300			
<b>Time asleep (sec)</b>	9			

### Combat Analysis

Level	1	4	7	10
<b>Melee attack damage</b>	45	79	113	270
<b>Preferred weapon</b>	Blunt			
<b>Fight style</b>	Blocker			
<b>Strikes every</b>	3.0 seconds			

### Productivity Assessment

Level	1	4	7	10
<b>Pay (gold/10 min)</b>	500	575	700	1250
<b>MPs/sec (building)</b>	15	38	60	105
<b>EPs/sec (fighting)</b>	15			
<b>EPs/sec (training)</b>	3			

### Psychological Profile

Level	1	4	7	10
<b>Fear threshold</b>	40	70	100	200
<b>Threat Points</b>	16	28	40	80
<b>Time to convert (sec)</b>	200	230	280	600
<b>Assist jailbreak?</b>	Yes			
<b>Annoyance at</b>				
<b>No sleep (per sec)</b>	.40			
<b>No food (per sec)</b>	.30			
<b>No pay (per sec)</b>	.18			

**No work (per sec)** .18

**Torture (per sec)** 3.4

**In Hand (per sec)** .50

**Slap** 9.1

**Alone in Combat Pit** 1

**Near hated (per sec)** 4.6

**Pleasure at** 1

**Sleeping (per sec)** 2

**Praying (per sec)** 1

**Winning in Pit** 50

**Viewing Pit (per sec)** 1

**Receiving gold gift** erases all anger at no pay

### Recruitment Prospects

**Potential Staffing:** Front Line Fighter, Manufacturing, Lava Operations

Among all the heroic characters, the Giant is probably the single most attractive recruit. His invulnerability to lava is a useful tactical asset, and of course his physical might is extremely appealing (although this is somewhat mitigated by an extremely slow rate of attack.) He is the Good equivalent of the Bile Demon, and is likewise an extremely tough Blocker.

His main asset, however, is in the Workshop. The Giant can build traps and doors three times faster than the Bile Demon, and twice as fast as the Troll, making the Giant a treasure beyond price in ongoing trap-building operations.



# HEADHUNTERS' EVALUATION

## Guard



### Professional Aptitudes

Aptitudes	Fighter, Artisan			
<b>Level</b>	1	4	7	10

### Physical Examination

	1	4	7	10
<b>Health</b>	300	525	750	1800
<b>Speed (tiles/sec)</b>	0.50	0.58	0.75	1.25
<b>Running speed</b>	0.90	1.04	1.35	2.25
<b>Agility</b>	Low			
<b>Slap damage</b>	16			
<b>Stun duration (sec)</b>	3			
<b>Hunger rate (sec)</b>	220			
<b>Chickens to fill</b>	2			
<b>Health/chicken</b>	38			
<b>Time awake (sec)</b>	330			
<b>Time asleep (sec)</b>	9			

### Combat Analysis

	1	4	7	10
<b>Melee attack damage</b>	40	70	100	240
<b>Preferred weapon</b>	Blade			
<b>Fight style</b>	Blocker			
<b>Strikes every</b>	2.0 seconds			

### Productivity Assessment

	1	4	7	10
<b>Pay (gold/10 min)</b>	600	690	840	1500
<b>MPs/sec (building)</b>	3	8	12	21
<b>EPs/sec (fighting)</b>	15			
<b>EPs/sec (training)</b>	3			

### Psychological Profile

Level	1	4	7	10
<b>Fear threshold</b>	30	53	75	150
<b>Threat Points</b>	12	21	30	60
<b>Time to convert (sec)</b>	240	276	336	720
<b>Assist jailbreak?</b>	Yes			
<b>Annoyance at</b>				
<b>No sleep (per sec)</b>	.34			
<b>No food (per sec)</b>	.34			
<b>No pay (per sec)</b>	.18			
<b>No work (per sec)</b>	.18			
<b>Torture (per sec)</b>	3.4			
<b>In Hand (per sec)</b>	.50			
<b>Slap</b>	9.1			
<b>Alone in Combat Pit</b>	1			
<b>Near hated (per sec)</b>	4.6			
<b>Pleasure at</b>				
<b>Sleeping (per sec)</b>	2			
<b>Praying (per sec)</b>	1			
<b>Winning in Pit</b>	50			
<b>Viewing Pit (per sec)</b>	1			
<b>Receiving gold gift</b>	erases all anger at no pay			

### Recruitment Prospects

#### Potential Staffing: Infantryman

The Guard is a competent but uninspired brawler, and he's probably not worth the discontent he'll cause as a recruit.

The Guard is a Blocker, and an excellent one at that. He will loyally defend his area, and can absorb many blows. As his name implies, the Guard tends to hang out in the Guard Room if left to his own devices. He forms good teams with the Dark Elf and Elven Archer in this way.



# HEADHUNTERS' EVALUATION

## Knight



### Professional Aptitudes

Aptitude	Fighter			
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### Physical Examination

Level	1	4	7	10
Health	400	700	1000	2400
Speed (tiles/sec)	0.50	0.58	0.75	1.25
Running speed	0.90	1.04	1.35	2.25
Agility	Low			
Slap damage	18			
Stun duration (sec)	4			
Hunger rate (sec)	200			
Chickens to fill	2			
Health/chicken	50			
Time awake (sec)	300			
Time asleep (sec)	9			

### Combat Analysis

Level	1	4	7	10
Melee attack damage	40	70	100	240
Preferred weapon	Blade			
Fight style	Blocker			
Strikes every	1.5 seconds			

### Productivity Assessment

Level	1	4	7	10
Pay (gold/10 min)	750	863	1050	1875
EPs/sec (fighting)	10			
EPs/sec (training)	2			

### Psychological Profile

Level	1	4	7	10
<b>Fear threshold</b>	53	93	133	265
<b>Threat Points</b>	21	37	53	105
<b>Time to convert (sec)</b>	240	276	336	720
<b>Assist jailbreak?</b>	Yes			
<b>Annoyance at</b>				
<b>No sleep (per sec)</b>	.30			
<b>No food (per sec)</b>	.46			
<b>No pay (per sec)</b>	.18			
<b>No work (per sec)</b>	.18			
<b>Torture (per sec)</b>	3.4			
<b>In Hand (per sec)</b>	.50			
<b>Slap</b>	9.1			
<b>Alone in Combat Pit</b>	1			
<b>Near hated (per sec)</b>	4.6			
<b>Pleasure at</b>				
<b>Sleeping (per sec)</b>	2			
<b>Praying (per sec)</b>	1			
<b>Winning in Pit</b>	50			
<b>Viewing Pit (per sec)</b>	1			
<b>Receiving gold gift</b>	erases all anger at no pay			

### Recruitment Prospects

#### Potential Staffing: Frontline Fighter

There's really no difference between the Knight and the Black Knight, other than allegiance and fashion sense. Both versions are highly efficient fighters with no other earthly use whatsoever.

If you need combat muscle, then recruiting the Knight is certainly more effective than using him to make a Skeleton, although in the long run he might not be worth the discontent he causes. When converted, it is best to train him up to higher levels, as he is a pure fighter and will perform no other tasks.



# HEADHUNTERS' EVALUATION

## Monk



### Professional Aptitudes

<b>Aptitudes</b>	Thinker, Fighter
<b>Special abilities</b>	Heal Creature (Level 1) Haste Creature (Level 4) Cast Armour (Level 8)
<b>While Possessed</b>	Praying

### Physical Examination

Level	1	4	7	10
<b>Health</b>	250	438	625	1500
<b>Speed (tiles/sec)</b>	0.60	0.69	0.90	1.50
<b>Running speed</b>	1.08	1.24	1.62	2.70
<b>Agility</b>	Low			
<b>Slap damage</b>	12			
<b>Stun duration (sec)</b>	1			
<b>Hunger rate (sec)</b>	200			
<b>Chickens to fill</b>	2			
<b>Health/chicken</b>	19			
<b>Time awake (sec)</b>	300			
<b>Time asleep (sec)</b>	9			

### Combat Analysis

Level	1	4	7	10
<b>Melee attack damage</b>	15	26	38	90
<b>Preferred weapon</b>	Blunt			
<b>Fight style</b>	Flanker			
<b>Strikes every</b>	1.5 seconds			

### Productivity Assessment

Level	1	4	7	10
<b>Pay (gold/10 min)</b>	300	345	420	750
<b>RPs/sec (researching)</b>	3	6	10	18
<b>EPs/sec (fighting)</b>	15			
<b>EPs/sec (training)</b>	3			

### Psychological Profile

Level	1	4	7	10
<b>Fear threshold</b>	8	14	20	40
<b>Threat Points</b>	3	5	8	15
<b>Time to convert (sec)</b>	240	276	336	720
<b>Assist jailbreak?</b>	Yes			
<b>Annoyance at</b>				
<b>No sleep (per sec)</b>	.34			

**No food (per sec)** .27

**No pay (per sec)** .18

**No work (per sec)** .18

**Torture (per sec)** 3.4

**In Hand (per sec)** .50

**Slap** 9.1

**Alone in Combat Pit** 1

**Near hated (per sec)** 4.6

**Pleasure at**

**Sleeping (per sec)** 2

**Praying (per sec)** 1

**Winning in Pit** 50

**Viewing Pit (per sec)** 1

**Receiving gold gift**

erases all anger at no pay

### Recruitment Prospects

#### Potential Staffing: Research, Combat Support, Anti-Vampire Ops

The Monk is a Flanker, but his primary ability is to terminate Vampire resurrections. If he is able to deliver the final blow to a Vampire, the Vampire will be unable to resurrect and will be lost forever, even if he was at the highest level.

Thus, this holy man is invaluable in any scenario in which you end up facing Vampires. In such situations, grab as many as you can. Build them their own little priory off in some corner of your dungeon, so they won't get on your monsters' nerves.

When not fighting Vamps, the Monk is a decent researcher. In combat, his spells tend toward the protective, making him better at backing up other creatures than at leading the charge himself. His value as a recruit in the absence of enemy Vampires is marginal, although his combat support abilities do fill a unique niche in your order of battle.

He can also make a fine researcher, but if fighting off Vampires, he should really be trained up to withstand the Vampires' vicious attacks.



# HEADHUNTERS' EVALUATION

## Royal Guard



### Professional Aptitudes

Aptitude	Fighter
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### Physical Examination

Level	1	4	7	10
Health	500	875	1250	3000
Speed (tiles/sec)	0.50	0.58	0.75	1.25
Running speed	0.90	1.04	1.35	2.25
Agility	Low			
Slap damage	18			
Stun duration (sec)	3			
Hunger rate (sec)	220			
Chickens to fill	2			
Health/chicken	50			
Time awake (sec)	300			
Time asleep (sec)	9			

### Combat Analysis

Level	1	4	7	10
Melee attack damage	50	88	125	300
Preferred weapon	Blade			
Fight style	Blocker			
Strikes every	1.8 seconds			

### Productivity Assessment

Level	1	4	7	10
Pay (gold/10 min)	750	863	1050	1875
EPs/sec (fighting)	10			
EPs/sec (training)	2			

### Psychological Profile

Level	1	4	7	10
Fear threshold	40	70	100	200
Threat Points	16	28	40	80
Time to convert (sec)	360	414	504	1080
Assist jailbreak?	Yes			

### Annoyance at

No sleep (per sec)	.37
No food (per sec)	.43
No pay (per sec)	.18
No work (per sec)	.18
Torture (per sec)	3.4
In Hand (per sec)	.50
Slap	9.1
Alone in Combat Pit	1
Near hated (per sec)	4.6
Pleasure at	
Sleeping (per sec)	2
Praying (per sec)	1
Winning in Pit	50
Viewing Pit (per sec)	1
Receiving gold gift	erases all anger at no pay

### Recruitment Prospects

#### Potential Staffing: Infantryman

Like the normal Guard, the Royal Guard is a Blocker. However, he is extremely tough, and at the higher levels, one-on-one combat against him is not advised. If he can be converted, he makes an excellent addition to any army.

Left to his own devices, the Royal Guard will patrol Guard Rooms, but a Keeper should try to train him up, to as high a level as possible, using the Combat Pit if available. The amount of damage he can absorb makes him one of the best frontline fighters available.



# HEADHUNTERS' EVALUATION

## Stone Knight



### Professional Aptitudes

<b>Aptitude</b>	Fighter
Can't be Possessed	

### Physical Examination

<b>Health</b>	2400
<b>Speed (tiles/sec)</b>	1.00
<b>Running speed</b>	1.80
<b>Agility</b>	Very Low
<b>Slap damage</b>	n.a.
<b>Stun duration (sec)</b>	5
<b>Hunger rate (sec)</b>	Never eats
<b>Time awake (sec)</b>	Never sleeps

### Combat Analysis

<b>Melee attack damage</b>	240
<b>Preferred weapon</b>	Blade
<b>Fight style</b>	Blocker
<b>Strikes every</b>	2.0 seconds

### Psychological Profile

<b>Fear threshold</b>	Fearless
<b>Threat Points</b>	49

### Recruitment Prospects

**None.**

This extremely rare creation (there are said to be only two in the entire Kingdom) cannot be recruited. In fact, he is immune to all spells, as well as all physical damage except that inflicted by Horny himself. (However, once Horny ties into him, it shouldn't take long for him to crumble ... literally. And once down, he leaves no body to be Healed.)

Fortunately, this behemoth will not go wandering off in search of your Dungeon Heart. It is his nature to defend, not attack, and he will stand immobile at his post until such time as he is disturbed.

The Stone Knight is the ultimate Blocker as he defends the Portal Gem. Creatures, spells, and traps cannot affect him. The only way to defeat the Stone Knight is to invoke Horny.



# HEADHUNTERS' EVALUATION

## Thief



### Professional Aptitudes

<b>Aptitudes</b>	Scout, Fighter
<b>Special abilities</b>	Invisible (Level 8)
<b>While Possessed</b>	Disguise/Stealing Picking Locks

### Physical Examination

Level	1	4	7	10
<b>Health</b>	150	263	375	900
<b>Speed (tiles/sec)</b>	0.60	0.69	0.90	1.50
<b>Running speed</b>	1.08	1.24	1.62	2.70
<b>Agility</b>	Moderate			
<b>Slap damage</b>	12			
<b>Stun duration (sec)</b>	2			
<b>Hunger rate (sec)</b>	200			
<b>Chickens to fill</b>	2			
<b>Health/chicken</b>	19			
<b>Time awake (sec)</b>	300			
<b>Time asleep (sec)</b>	9			

### Combat Analysis

Level	1	4	7	10
<b>Melee attack damage</b>	23	40	58	138
<b>Preferred weapon</b>	Blade			
<b>Fight style</b>	Flanker			
<b>Strikes every</b>	1.4 seconds			

### Productivity Assessment

Level	1	4	7	10
<b>Pay (gold/10 min)</b>	750	863	1050	1875
<b>EPs/sec (fighting)</b>	15			
<b>EPs/sec (training)</b>	3			

### Psychological Profile

<b>Level</b>	1	4	7	10
<b>Fear threshold</b>	11	19	28	55
<b>Threat Points</b>	5	9	13	25
<b>Time to convert (sec)</b>	120	138	168	360
<b>Assist jailbreak?</b>	Yes			
<i>Annoyance at</i>				
<b>No sleep (per sec)</b>	.17			
<b>No food (per sec)</b>	.37			
<b>No pay (per sec)</b>	.30			
<b>No work (per sec)</b>	.18			
<b>Torture (per sec)</b>	3.4			
<b>In Hand (per sec)</b>	.50			
<b>Slap</b>	9.1			
<b>Alone in Combat Pit</b>	1			
<b>Near hated (per sec)</b>	4.6			
<i>Pleasure at</i>				
<b>Sleeping (per sec)</b>	2			
<b>Praying (per sec)</b>	1			
<b>Winning in Pit</b>	50			
<b>Viewing Pit (per sec)</b>	1			
<b>Receiving gold gift</b>	erases all anger at no pay			

### Recruitment Prospects

#### Potential Staffing: Scouting, Combat Support

The Thief is basically a double for the Rogue, and you probably don't need both running around. Unless the luck of the Portal leaves you without the Rogue, there's really no need to go to the trouble and risk of recruiting the Thief.

Like the Rogue, he is a Flanker and can inflict extra damage by backstabbing. He is also able to pick locks (when Possessed), and creep through Dungeons in disguise.

Also like the Rogue, he will scout out unexplored terrain when not in combat.



# HEADHUNTERS' EVALUATION

## Wizard



### Professional Aptitudes

<b>Aptitudes</b>	Thinker, Fighter
<b>Special abilities</b>	Fireball (Level 1)
	Firebomb (Level 4)
	Super Firebomb (Level 8)

### Physical Examination

Level	1	4	7	10
<b>Health</b>	150	263	375	900
<b>Speed (tiles/sec)</b>	0.60	0.69	0.90	1.50
<b>Running speed</b>	1.08	1.24	1.62	2.70
<b>Agility</b>	Low			
<b>Slap damage</b>	12			
<b>Stun duration (sec)</b>	3			
<b>Hunger rate (sec)</b>	200			
<b>Chickens to fill</b>	2			
<b>Health/chicken</b>	19			
<b>Time awake (sec)</b>	300			
<b>Time asleep (sec)</b>	9			

### Combat Analysis

Level	1	4	7	10
<b>Melee attack damage</b>	17	30	43	102
<b>Preferred weapon</b>	Fireball (5 seconds to recharge)			
<b>Fight style</b>	Support			
<b>Strikes every</b>	2.8 seconds (hand-to-hand)			

### Productivity Assessment

Level	1	4	7	10
<b>Pay (gold/10 min)</b>	750	863	1050	1875
<b>RPs/sec (researching)</b>	10	25	40	70
<b>EPs/sec (fighting)</b>	15			
<b>EPs/sec (training)</b>	3			

### Psychological Profile

Level	1	4	7	10
<b>Fear threshold</b>	8	14	20	40
<b>Threat Points</b>	3	5	8	15
<b>Time to convert (sec)</b>	120	138	168	360
<b>Assist jailbreak?</b>	Yes			

### Annoyance at

<b>No sleep (per sec)</b>	.40
<b>No food (per sec)</b>	.34
<b>No pay (per sec)</b>	.18
<b>No work (per sec)</b>	.24
<b>Torture (per sec)</b>	3.4
<b>In Hand (per sec)</b>	.50
<b>Slap</b>	21
<b>Alone in Combat Pit</b>	1
<b>Near hated (per sec)</b>	4.6
<b>Pleasure at</b>	
<b>Sleeping (per sec)</b>	2
<b>Praying (per sec)</b>	1
<b>Winning in Pit</b>	50
<b>Viewing Pit (per sec)</b>	1
<b>Receiving gold gift</b>	erases all anger at no pay

### Recruitment Prospects

**Potential Staffing:** Researcher, Combat Support

The Wizard is the Good counterpart to the Warlock, and is likewise a Support creature. He will Heal his comrades, and Fireball his enemies.

Just as the Giant is much faster in the Workshop than any evil creature, the Wizard is a far quicker researcher than the Warlock. If you have access to a Prison and torture device early on, and are able to grab the Wizard out of a band of wandering heroes, he will greatly speed your research operation. Of course, once all your spells are learned and upgraded, his advantage over the Warlock fades (although he does have a slightly different spell complement).



# HEADHUNTERS' EVALUATION

## Lord of the Land



### Professional Aptitudes

Aptitude	Fighter
Can't be Possessed	

### Physical Examination

Level	1	4	7	10
Health	600	1050	1500	3600
Speed (tiles/sec)	0.70	0.81	1.05	1.75
Running speed	1.26	1.45	1.89	3.15
Agility	Moderate			
Slap damage	n.a.			
Stun duration (sec)	2			
Hunger rate (sec)	220			
Chickens to fill	3			
Health/chicken	50			
Time awake (sec)	330			
Time asleep (sec)	9			

### Combat Analysis

Level	1	4	7	10
Melee attack damage	40	70	100	240
Preferred weapon	Blade			
Fight style	Blocker			
Strikes every	1.5 seconds			

### Psychological Profile

Level	1	4	7	10
Fear threshold	80	140	200	400
Threat Points	32	56	80	160

### Recruitment Prospects

**None.**

Although it's theoretically possible to torture and turn a Lord of the Land (there's nothing in their nature that forbids it), it's a practical impossibility, due to the fact that when the Lord falls, it inevitably leads immediately to the conquest of the realm.

All the Lords of the Land are basically physically hyped-up Knights, with an additional immunity to the Chicken and Turncoat spells. Each is a different strength, but all will fight in the Blocker style.



# HEADHUNTERS' EVALUATION

## Princes Balder, Felix and Tristan



### Professional Aptitudes

<b>Aptitude</b>	Fighters
<b>Special abilities</b>	None

### Physical Examination

	Balder	Felix	and	Tristan
<b>Health</b>	1200	1350		
<b>Speed (tiles/sec)</b>	0.84	0.88		
<b>Running speed</b>	1.51	1.58		
<b>Agility</b>	Moderate			
<b>Slap damage</b>	12			
<b>Stun duration (sec)</b>	2			
<b>Hunger rate (sec)</b>	220			
<b>Chickens to fill</b>	3			
<b>Health/chicken</b>	50			
<b>Time awake (sec)</b>	330			
<b>Time asleep (sec)</b>	9			

### Combat Analysis

	Balder	Felix	and	Tristan
<b>Melee attack damage</b>	80	90		
<b>Preferred weapon</b>	Blade	Scythe		
<b>Fight style</b>	Blocker			
<b>Strikes every</b>	1.5 seconds			

### Productivity Assessment

	Balder	Felix	and	Tristan
<b>Pay (gold/10 min)</b>	900	975		
<b>EPs/sec (fighting)</b>	8			
<b>EPs/sec (training)</b>	2			

### Psychological Profile

	Balder	Felix	and	Tristan
<b>Fear threshold</b>	160	180		
<b>Threat Points</b>	64	72		
<b>Time to convert (sec)</b>	360	390		
<b>Assist jailbreak?</b>	No	No		

### Annoyance at

<b>No sleep (per sec)</b>	.27	.40
<b>No food (per sec)</b>	.40	.30
<b>No pay (per sec)</b>	.18	.18
<b>No work (per sec)</b>	.18	.18
<b>Torture (per sec)</b>	3.4	
<b>In Hand (per sec)</b>	.50	
<b>Slap</b>	9.1	
<b>Alone in Combat Pit</b>	1	
<b>Near hated (per sec)</b>	4.6	
<b>Pleasure at</b>		
<b>Sleeping (per sec)</b>	2	
<b>Praying (per sec)</b>	1	
<b>Winning in Pit</b>	50	
<b>Viewing Pit (per sec)</b>	1	
<b>Receiving gold gift</b>	erases all anger at no pay	

### Recruitment Prospects

#### Potential Staffing: Fighters, Figureheads, Entertainment

In terms of their combat capabilities, all three of the Princes of the realm are completely identical. They have the same immunities of the Lords of the Land (to Chicken and Turncoat spells), with their physical abilities even more enhanced.

One major difference between the Princes and the other Lords is that they can be (and, in fact, must be ... see p. 226) converted to your cause without ending your conquest of their realm. With careful planning, it's even possible to use the converted Princes in combat.

These three Princes are powerful Blockers. Particularly vicious Keepers may like to convert one or two and use them brother-on-brother.



# HEADHUNTERS' EVALUATION

## King Reginald



### Professional Aptitudes

<b>Aptitude</b>	Fighter
Can't be Possessed	

### Physical Examination

<b>Health</b>	3600
<b>Speed (tiles/sec)</b>	1.50
<b>Running speed</b>	2.70
<b>Agility</b>	Low
<b>Slap damage</b>	n.a.
<b>Stun duration (sec)</b>	3
<b>Hunger rate (sec)</b>	240
<b>Chickens to fill</b>	3
<b>Health/chicken</b>	50
<b>Time awake (sec)</b>	360
<b>Time asleep (sec)</b>	8

### Combat Analysis

<b>Melee attack damage</b>	558
<b>Preferred weapon</b>	Blade
<b>Fight style</b>	Blitzer
<b>Strikes every</b>	2.0 seconds

### Psychological Profile

<b>Fear threshold</b>	Fearless
<b>Threat Points</b>	280
<b>Time to convert (sec)</b>	n.a.
<b>Assist jailbreak?</b>	n.a.

### Additional Notes

Immune to Chicken and Turncoat spells  
Can't be Hypnotised

### Recruitment Prospects

#### **None.**

When Reginald was a boy, he was sat upon his father's knee and told that one day, he would be king. He was told of the riches that he would earn, the power he would wield, and also of the hardship and work he would have to put in to be a wise and just king. Then King Colin, Reginald's father, took him to the highest point in Harmonia, and showed him what would be Reginald's after his father's death. The young Reginald's eyes lit up, and as he drew out the dagger from his father's back, he knew that he was now ready to be a king.

When King Reginald attacks, he will attack your Support creatures first, making him a Blitzer. He is monstrously tough, and can kill most of your minions with a single blow. Furthermore, he will regain health while he is on his own land. To rid the world of King Reginald, you will probably need to lure him off his land and keep him off while you attack him. Fortunately, this is not prohibitively difficult to do, if you can get him pointed in the right direction and caught up in the heat of battle. While it is possible to kill him on his territory, if your attack is massive or relentless enough, it will be much easier to eliminate him if you can lure him over to ground you've claimed.

He has the same spell immunities as the Lords of the Land, and he cannot be imprisoned or converted, as he will fight to the death to keep his kingdom.



# ROOMS

# The Art and Science of Dungeon Design

From an architectural perspective, there are four different kinds of rooms you can design, each with its own principles of efficiency. If you understand how each of the different kinds of rooms fits together, you'll always be able to get the absolute most out of whatever space you're given.

## Fixed Rooms

These are rooms that can't be placed during play, and that don't have a size restriction. Fixed rooms include the Dungeon Heart, Portal and Hero Gate.

## Open Rooms

In open rooms, the only thing that matters is its size in tiles. Open rooms include the Lair and Treasury. A 25-tile Lair or Treasury will hold the same amount of creatures or gold, regardless of whether it's laid out 5x5 or 25x1. Also, a 3x3 Treasury and a 4x4 Treasury together give you just as much storage as a single 5x5 (either way you end up with 25 tiles). If your dungeon doesn't have room for all the large rooms you may want, but does have a number of small, oddly-shaped spaces, consider making several small rooms instead of one big one, for any room of this type.

## Furnished Rooms

Understanding how furnished rooms work is a bit tricky, but very important. Several of the most important rooms in your dungeon (Training Room, Workroom, Library and Graveyard) are furnished rooms, and how productive they are is directly dependent on how well you understand what this means.

The capacity of a furnished room depends, literally, on the amount of furniture visible in it. Furniture includes anvils and work tables (in

Workshops), wheels and electric chairs (in Torture Rooms), bookshelves (Libraries) and Headstones (Graveyards). Basically, a furnished room has a capacity of one creature for each piece of furniture it contains. A furnished room that isn't big enough for furniture is useless.

It's important to understand that usable furniture can be placed two ways, on the floor or on the wall. Floor furniture requires a space of at least 3x3 tiles before it appears. The less square the room, the less efficient its furniture production. A 5x5 room (25 tiles) has 9 pieces of floor furniture. If the room was three tiles wide, it would have to be 11 tiles long (33 total tiles) to have the same amount of floor furniture.

Wall furniture, on the other hand, appears at the rate of one piece for three tiles of unbroken wall space, and another for every two contiguous wall-tiles thereafter. "Unbroken wall space" means continuous stretches of either reinforced wall or impenetrable rock (the same surfaces on which appear). This makes the placement of entrances to furnished rooms important. If you put the entrance in the middle tile of a 5x5 room, you'll get no furniture on that wall, because you won't have three unbroken wall-tiles in a row in either direction. If you offset the entrance by at least one tile in either direction, you'll get wall furniture.



*Training Room. Note that the right wall with the off-center door has wall furniture (the round target), while the far wall with the centered door doesn't.*

Wall furniture makes it possible to have a functioning furnished room of only three tiles (1x3), as long as the 3 tiles are placed next to 3 tiles of impenetrable rock or reinforced wall (or both). Note that not all furnished rooms have wall furniture (the Graveyard does not).

*The forge in the middle of the far wall makes this a functional Workshop, despite its small size.*



Some rooms (including the Hatchery and the Guard Room) look like furnished rooms because furniture appears when they're created at a given size, but actually these are open rooms ... the furniture is just art. (For example, it's not necessary to have a visible coop before your Hatchery can produce chickens.)

## Partitioned Rooms

This final room type includes the Prison, the Combat Pit and (to some extent) the Temple. Partitioned rooms have an outer perimeter one tile wide, and an inner space. It is the area of this inner space that determines the capacity of the room. A 3x3 Prison has 9 tiles, eight of which are perimeter, and only one of which can actually hold a prisoner or two. A 5x5 Combat Pit has 16 perimeter tiles and 9 inner tiles, and can hold up to nine combatants at any given time. As with furnished rooms, the closer to square you can keep the space, the more efficient it will be.



This 4x6 Combat Pit has a 2x4 central area, large enough for up to eight combatants.

## Multi-Purpose Rooms

It is entirely acceptable to put two or more different types of room tiles in the same space. For example, if you have one 6x6 space, it's perfectly acceptable to use it to house two 3x6 rooms side-by-side.



Open rooms, like this Guard Room and Treasury, can easily share a common space.

Wall furniture makes some rather creative hybrid room designs possible. You can lay a single tile of the room with wall furniture around the outer wall of the space, and put a totally different kind of room in the central area. Rooms of this type include the “conversion chamber,” which consists of an outer ring of Torture Chamber surrounding a Prison of at least 3x3, and the “Bile Demon Paradise,” which is a ring of Workshop surrounding a central Hatchery. Of course, in such rooms it is extremely important to keep the outer walls as unbroken as possible.

*The Conversion  
Chamber ... a central  
Prison surrounded by a  
Torture Chamber.*



*The Bile Demon  
Paradise ... a central  
Hatchery surrounded by  
a Workshop.*



# Room Table

Room	Cost / tile (gold)	Health / tile	Attracts (min. size)
Casino	750	1000	Rogue *
Combat Pit	750	1000	Black Knight (3x3)
Dungeon Heart (room)	—	1000	
Dungeon Heart (itself)	—	10,000	
Graveyard	2000	1000	Vampire *
Guard Room	600	1000	Dark Elf
Hatchery	300	1000	Bile Demon (25 tiles)
Lair	300	1000	Firefly, Goblin
Library	600	1000	Warlock
Portal (cannot be built)	—	1000	
Prison	750	1000	Creates Skeletons from dead prisoners
Temple	3000	1000	Dark Angel (5 x 5 per pair of Dark Angels)
Torture Chamber	1500	1000	Mistress *
Training Room	500	1000	Salamander *
Treasury	200	1000	
Workshop	600	1000	Bile Demon, Troll *
Stone Bridge	500	200	
Wooden Bridge	200	200	

\* Minimum room requirement is that the room be functional; see p. 72.

All Rooms (including Bridges) can be attacked.

# Casino



A functional Casino (not a Treasury, contrary to some reports) is necessary before your Portals will attract Rogues to your dungeon.

The Casino is a furnished room, and must be large enough to display the Casino lever before it's functional. The Casino lever is that arch-shaped object that allows you to set the Casino's payout (click on the lever to toggle between a generous ("Smiles") and a stingy ("Money") payout). The Casino's capacity for entertaining creatures is based on its size in tiles, but its ability to attract Rogues is determined by the amount of its furniture.

- If you've set your Casino payout to "Smiles," every creature in the Casino gains 1 Gold per second.

If you've set your Casino payout to "Money," every creature in the Casino loses 8 Gold per second.

- If you've set your Casino payout to "Smiles," every creature in the Casino sheds about 6 Annoyance per second.

If you've set your Casino payout to "Money," every creature in the Casino gains 3 Annoyance every 10 seconds.

- Creatures who gamble for at least 2 minutes are Fearless for another 2 minutes — they will not flee in terror from combat during that time.

A generous Casino makes your creatures significantly happier, but costs money to maintain. A stingy Casino makes them less happy (just a bit, but it can push them over the edge if there's something else bothering them), but actually adds to your treasury. Every once in awhile a creature will hit the jackpot, causing an instant dip in your cash flow, but making everybody happy. However, if a creature hits a jackpot and you don't have enough cash to pay off, that's serious trouble ... everybody in the dungeon gets extremely sore at you, immediately. (See **Jackpots**, on the next page.)

Finally, if you happen to be playing at midnight on a Friday, all your creatures will get Saturday Night Fever and go to the Casino, where they'll all dance to that old hit, Disco Inferno. Rumor has it that converted Fairies have particularly fine moves. This is absolutely not a joke.

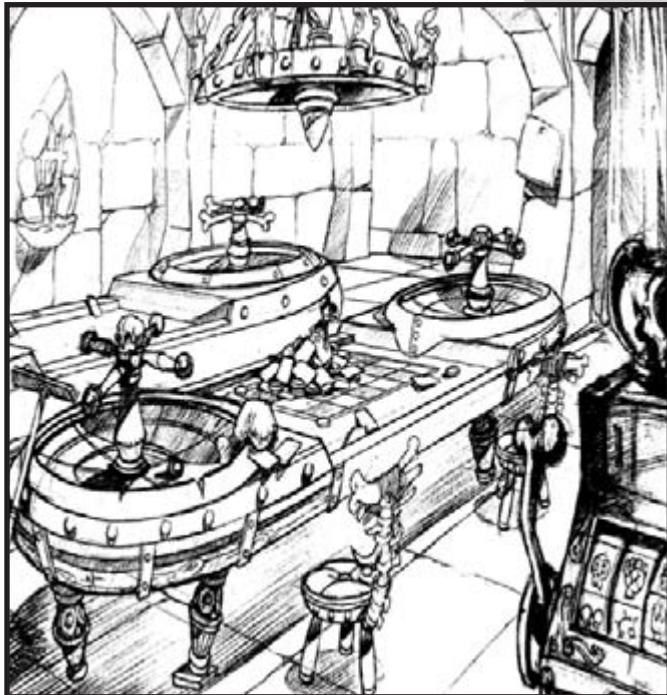
## Jackpots

If you've set your Casino payout to "Smiles," there's a 1-in-5000 chance per creature per second that one of your creatures will hit the jackpot. If you have 9 creatures in a Casino, that averages out to about one jackpot every 9 minutes.

If you've set your Casino payout to "Money," there's a 1-in-20,000 chance per creature per second that one of your creatures will hit the jackpot. If you have 9 creatures in a Casino, that averages out to about one jackpot every 35 minutes.

A jackpot pays the lucky winner as much as a full payday for every creature in your dungeon — in other words, you get hit for an unscheduled payday. If someone hits the jackpot, *everyone* manufacturing or researching in your dungeon works 35% faster for 60 seconds. On the other hand, if you don't pay off a jackpot within 4 minutes, all your creatures will double their current Annoyance.

Each time you Slap a creature that has won a jackpot, it drops a quarter of its winnings (where Imps can grab the gold and return it to your Treasuries). However, all your creatures' increased work rates are also cut by a quarter.



# Combat Pit



You must have a functional Combat Pit before your Portals can attract Black Knights to your dungeon.

In the Combat Pit, creatures face off against one another in combat. This allows them to gain experience up to Level 8 (the only way to reach Level 9 or 10 is in actual combat against the enemy). Your creatures *can* face prisoners in the Combat Pit, but they still *can* only reach Level 8. Once a creature reaches Level 8 it becomes much too important to play around in the Combat Pit, and since it can no longer gain experience, it will simply refuse to fight.

The Combat Pit is a partitioned room, and its capacity is determined based on the number of *interior* tiles. A 5x5 Combat Pit has 9 interior tiles, and thus a capacity of 9 creatures. A 3x3 Combat Pit has one interior tile and a capacity of one, and since one creature can't fight itself, this means that the minimum functional size for a Combat Pit is 3x4.

If your creature falls in the Combat Pit, it's teleported to the edge of the Pit, and your Imps drag it off to its Lair. However, if your Imps are all busy elsewhere, your injured creature will quietly expire on the edge of the Pit after 60 seconds. This means it's always a good policy to watch Pit combats closely, and physically throw Imps at the unconscious.

The undead require special attention in the Combat Pit. Skeletons will be destroyed if they fall in the Pit. You can train Skeletons in the Pit, but you have to either heal them or pull them out before they fall. Likewise, if a Vampire falls in the pit, he will lose a level and resurrect, thus undoing all the work he gained while in the Pit. Like Skeletons, Vampires in the Pit must be healed or withdrawn before they're in any danger of falling. Imps and (for some reason) converted Dwarves cannot be placed in the Combat Pit at all.

One of the most efficient ways to use the Pit is to throw two or three creatures in, and continually heal them until they reach Level 8. Battle royale, lone-survivor contests are fun, but less efficient in the long run.

Creatures fighting in the Combat Pit give and take just as much damage as in actual combat.

Spectators at the Pit shed 1 Annoyance per second. A victorious creature sheds 50 Annoyance. However, creatures left alone in a Pit increase their Annoyance by 1 per second.

# Dungeon Heart

Your Dungeon Heart does a lot more than just sit there and beat.

For one thing, it produces Imps. If you're low on Imps, the Heart will generate one Imp every five seconds, until you reach a total of four. If all your Imps get killed except for two, the heart will generate two additional to bring your total to four; they cost you nothing, so wait to conjure more Imps until the Dungeon Heart has brought you back up to four. (For more details, see **Imp**, p. 122.) Also, as the manual notes, you can "sack" your Imps by throwing them back into the Dungeon Heart, which will produce a one-time mana bonus. Of course your Heart also acts as your starting Treasury, with capacity for up to 1,000 Gold per outer-rim tile.

Your Dungeon Heart takes active steps to defend itself. If it detects enemy creatures within seven tiles of its outer perimeter, it will send out your Imps and scout creatures (Fireflies and Rogues) to start gathering your forces to attack the enemy. If the Heart is actually under attack, your Imps will all rush to its defense (and they do this regardless of how much you'd really prefer they do something more constructive).

Of course, your Dungeon Heart can be attacked and destroyed, and if it's destroyed, you lose the game. A Dungeon Heart that's been attacked does heal back the damage it took — over time, at 2.5 Health per second. (Its initial Health is 10,000.)

When you destroy a rival Keeper's Dungeon Heart, his claimed hallways all become unclaimed, his traps all disappear, and his creatures immediately leave by the nearest Portal. His rooms remain, for you to claim as your own. The fallen enemy Dungeon Heart becomes an unusable pile of rubble.



# Graveyard



The Graveyard is very expensive, and all it does is create Vampires. Nonetheless, it's worth the price. When a creature (enemy or ally) dies on your territory, it usually turns into a corpse, which Imps can drag off to the Graveyard. When enough bodies have decomposed, you get a new Vampire. Build your Graveyard as close to the enemy camp as is convenient, so that your Imps will spend less time schlepping the carcasses back to the dank and dismal homestead.

The Graveyard is a furnished room, but unlike most furnished rooms it has no wall furniture. The only important thing is how many headstones are in the Graveyard. This determines the number of bodies that can be decomposing in the room at any given time (one per headstone). The more headstones, the faster your Vampires will appear (assuming a more-or-less continuous supply of corpses).

You must have a functionally sized (at least 3x3) Graveyard for your Vampires to resurrect themselves. If your Graveyard is at least 5x5 tiles, it will have a cool-looking open grave in the center, which will ensure that your Vampires always resurrect back at the Graveyard (otherwise, no telling where they'll pop up).

One creature creates Vampires faster than others. A dead Dark Angel can yield six Vampires in short order (you must have at least one corpse per Vampire). However, if you have the patched version of the game, the Dark Angel is less impressive, because whenever a Vampire is created, your Graveyard resets its "body count" to zero. Still, even with the patch a dead Dark Angel is a guaranteed Vampire all by himself.



# Guard Room

The Guard Room is an unusual chamber with subtle powers. Its most obvious use is to attract Dark Elves to your dungeon. A Guard Room of any size means that Dark Elves will enter your dungeon, but the total number of Dark Elves who can enter through your Portal depends on the size of the Guard Room. The Guard Room is an open room — it doesn't matter how you configure it. If it's at least 3x3 in size, a piece of furniture (a map table) appears in the room, but it does not have to have a map table to function. Of course, the larger the Guard Room, the more creatures that can be stationed there.

Any creature can be assigned to a Guard Room, but Dark Elves (and converted Guards and Elven Archers) actively seek it out, just to hang out there. A low-level Dark Elf will, if left to her own devices, divide her time between the Guard Room and the Training Room, thus slowing her training time considerably. If you want your Dark Elves to train themselves to Level 4 as quickly as possible, pick them up and physically place them in the Training Room.

A Guard Room has a protective aura, just as your Dungeon Heart does. If an Imp or scout creature (Rogue or Firefly) is within 7 tiles of any Guard Room tile and it spots an enemy, it will scurry off to the Guard Room in search of guards, which it will lead back to attack the enemy.

Guard Rooms are also necessary to use a Guard Post you've built in your Workshop. Guarding creatures will patrol between the Guard Room and the Guard Post (moving by the most direct route possible). If there are more than one Guard Post, the patrolling creatures will move from the Guard Room to one Post, back to the Guard Room, out to the other Post, back, and so forth.

Creatures in a Guard Room will begin a patrol after staying at the Guard Room for 60 seconds. They'll stay at each Guard Post for 15 seconds before continuing their patrol.

Like the Guard Rooms themselves, the Guard Posts have a 7-tile protective aura. If an Imp or scout creature spots an enemy creature in that area, it will rush to the Guard Post, and when it reaches the Guard Post, reinforcements will start to mobilize from the Guard Room.



# Hatchery



You must build a Hatchery of at least 25 tiles before your Portals will attract Bile Demons.

Hatcheries produce chickens, which your creatures eat (only Imps, Skeletons and Vampires never eat). If your creatures' access to food is unduly delayed, they will become annoyed, and if food continues to be unavailable they will become angry and leave.

If your Hatchery is at least 3x3 in size, you will see a chicken coop in it, but it is not necessary to have a visible coop for the Hatchery to produce chickens. The number of chickens the Hatchery yields is strictly based on its size in tiles — each Hatchery tile creates a chicken every 16 seconds. The number of creatures a given Hatchery will support depends on the creatures you have in your employ — some creature types are hungrier than others.

Eventually, if a chicken isn't eaten, it will explode. Chickens also explode if Slapped, or if there's a fight going on in their immediate area. Sometimes chickens will wander off a few tiles outside of the Hatchery. (If they get too far away they — surprise! — explode.) Hungry creatures will not grab wandering chickens, only the ones in your Hatchery.

## Hand-Feeding

You can grab chickens and hand-feed your creatures when they can't conveniently get to a Hatchery. Left-click on a chicken to pick it up, then right-click on the hungry creature to hand-deliver its meal.

Hand-feeding can serve multiple purposes. Creatures you feed by Hand don't leave whatever they're doing to track down a Hatchery the next time they're scheduled for a meal. The downside is that you can stay pretty busy, just feeding your minions. If you've got something better to do, do it. But Hand-feeding is sometimes the best thing you can be doing.

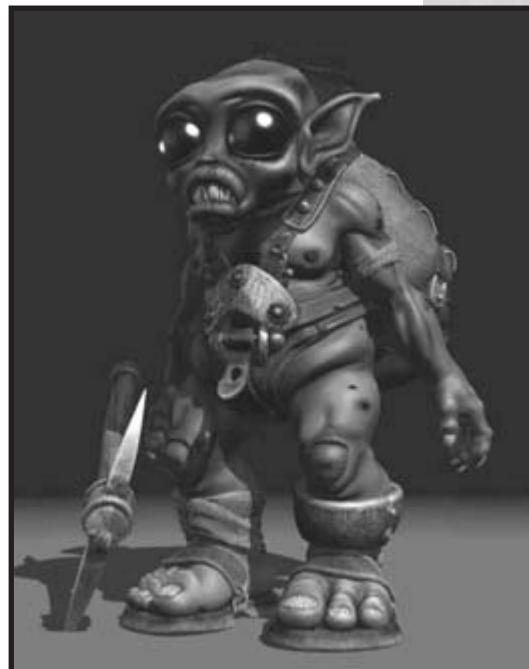
# Lair

Lairs are where your creatures rest, and a Lair's capacity is equal to its size in tiles. It is absolutely necessary that you have Lair space available for every creature you own that's not a Skeleton or an Imp — otherwise the creature will quickly become angry and leave. (Skeletons and Imps don't sleep.)

You must build a Lair (with tiles available in it) before your Portal will attract either Fireflies or Goblins.

When your characters fall in combat, they go into an unconscious state for 60 seconds before dying. During this time, any passing Imps can drag the unconscious creatures back to the Lair to be healed (the unconscious creature must be lying on a tile which you have claimed before it can be picked up). If the creature is knocked out before it can establish a Lair space for itself, the Imp will drag it to an unclaimed Lair space (if available), and a space will be established for it there.

Creatures who are tired or seriously injured try to get back to their Lair to rest and recuperate. While in their Lair, they heal 10 Health per second, and lower their Annoyance by 2 per second.



# Library



Your Library is used to research and upgrade spells, and to store new spells and magic items. Warlocks, Vampires, Dark Angels, Wizards, Monks and Fairies can all work in the Library.

A functional Library is necessary before your Portal can attract Warlocks. The number of Warlocks you can attract is directly related to the number and size of your Libraries. You can attract one Warlock per Library, plus one per bookcase in the Library. In a Library, every interior tile contains one bookcase, and every second or third wall tile also has a bookcase, so (for example) a 5 x 5 Library has about 15 bookcases and can attract 16 Warlocks.

A Library is a furnished room, and must also have bookcases in order to be used. Bookcases can appear on any open expanse of floor at least 3x3 tiles, or any unbroken stretch of wall at least 3 tiles long. The number of bookcases in the Library dictates the number of new spells and magic items it can hold. “New” spells are those spells which must be researched “from scratch” (they appear as question marks in the Spell Panel at the start of the realm) before they can be used. Upgrades to known spells do not take up Library space.

The amount of furniture in the Library determines both the number of items it can hold, and the number of researchers that can work there at a time. However, the two totals are independent of each other. If the Library has all available space full of spells and magic items, it can still support just as many researchers as it could when it was totally empty.

When a Specials box is dragged by an Imp to your Library, it appears as a button on your Spell Panel, and you can activate it from there.

Whatever you do, don’t sell off your Library, no matter how seriously you need the money. You’ll delete your spells and room schematics (which are all stored in the Library), and that means an extended period of weakness, and time lost in duplicated research. Also, don’t assume you’ll delete the most recently discovered spell or room if you start selling Library tiles … there’s no telling which will be lost.

To that end, try to build your Libraries in a safe place. If someone claims your Library, you also lose your spells. If you think you know what direction your enemy lies, build your Libraries in the other direction.

# Prison

Prisons serve two important functions. First, they are necessary to make Skeletons, and second, a captive must be imprisoned before he can be tortured. Without a Prison, your Torture Chamber is just an expensive rumpus room for your Mistresses.



Once you have a Prison, your Imps will drag unconscious enemies to it, and there they must wait, trembling in fear of the twisted quirks of your will. If you just leave a prisoner there, it eventually dies. All creatures can become Skeletons when they die in prison.

Prisons are partitioned rooms, so capacity is based on their inner area. This determines both the maximum number of prisoners that can be held at any one time, and the maximum number of Skeletons you can create. The minimum size for a Prison is 3x3, which gives you a one-square/two-prisoner inner area. The first inner tile can hold two prisoners; each additional inner tile can hold one more prisoner.

You can own more Skeletons than your Prison maximum, but whether or not your Prison will produce Skeletons is determined by the total number of Skeletons owned, from all sources. For example, say your Prison can create up to 10 Skeletons ... you turn eight prisoners to Skeletons, then find four more neutral Skeletons who join your side. You can keep all 12, but your Prison will not produce any more Skeletons until your *total* falls below 10.

You can seal off your Prison to new prisoners by clicking on the door to the cage. This is mostly useful for those times when you'd rather have corpses (to use for Vampires) than prisoners or Skeletons.

Remember that prisoners can also be used in your Combat Pit. This is handy for those times when you've trained all your creatures but the last one up to Level 8. Captives can be kept alive in the Prison pretty much forever if they're regularly fed and/or healed.

You can overcrowd your Prison by dropping too many prisoners inside it. (That's the only way to overcrowd it — Imps dragging bodies to the Prison will just drop the prisoner outside its door if the Prison is full; if you do nothing with the unconscious captive within 60 seconds, it dies.) If you've overcrowded your Prison, there's a 50% chance of a jail-break every second.

# Temple



The most expensive and last room you obtain, the Temple provides a number of potent powers. It's a somewhat unconventional partitioned room, with an outer walkway and an inner pool of something the ignorant just might mistake for water.

First of all, it attracts Dark Angels to your dungeon. The maximum amount of Dark Angels to be summoned is unique. If your Temple is at least 5x5, your dungeon can attract up to two Dark Angels. A larger Temple will not attract any more Dark Angels, but if you build a second Temple of at least 5x5, you can attract up to two more. Note that Dark Angels still arrive via your Portals, and are subject to normal Portal limitations. You're not guaranteed two Dark Angels just by building a Temple of the correct size.

Second, creatures can pray in your Temple, increasing your mana supply. This is important, because mana production is normally capped at 500 per second, and praying is pretty much the only way to exceed that limit. The number of the Temple's *outer* tiles determines the number of creatures that can pray at any one time. For maximum destruction with minimal loss, try loading your Temple up with praying creatures, then summoning Horny. The extra mana will keep him hanging around far longer than normal, while your troops are all safe and secure about their devotions.

Finally, creatures can be sacrificed in the Temple pool, in return for which you receive gifts from the Dark Gods (gifts are either other creatures or dungeon Specials). All the acceptable sacrifices, and their results, are listed on the next page. A Temple need be no more than 3x3 (just large enough to include a pool) to be used for sacrifice. Yes, you can sacrifice both your own creatures and prisoners in your pool — you don't have to convert enemies over to your side, first.

# Sacrifices

<i>Sacrifice</i>			<i>Result</i>
Vampire	+ Vampire		=> Bile Demon
Troll	+ Troll		=> Warlock
Black Knight	+ Warlock	+ Firefly	=> Imp
Salamander	+ Salamander		=> Mistress
Dark Elf	+ Dark Elf		=> Troll
Warlock	+ Warlock		=> Goblin
Rogue	+ Rogue		=> Salamander
Skeleton	+ Skeleton		=> Dark Elf
Black Knight	+ Black Knight		=> Vampire
Bile Demon	+ Bile Demon		=> Rogue
Dark Angel	+ Firefly	+ Knight	=> Reveal Map Special
Monk	+ Monk	+ Monk	=> Mana Boost Special
Bile Demon	+ Dark Elf	+ Warlock	=> Receive Imp Special
Dwarf	+ Dwarf	+ Mistress	=> Make Safe Special
Mistress	+ Mistress		=> Skeleton

(and the Dark Powers mock you for making such a *stupid* deal)



# Torture Chamber



The Torture Chamber is as vital to a dungeon as sharpened teeth are to an evil grin. Most obvious is that it makes your workplace attractive to Mistresses. A Mistress is a resource that every Keeper should cultivate. Make sure she can spend some quality time in the Torture Chamber, but that she also lets your captives get their own, fair turn.

The Torture Chamber has three functions — torturing creatures for information, torturing them into your service, and attracting and amusing Mistresses. A Torture Chamber is a furnished room, and it must be functionally sized (3x3 floor tiles, or three consecutive wall tiles) to be used for any of the above.

The Torture Chamber has an eclectic selection of furnishings (wheels, electric chairs, wall wheels and wall wheels with lava or water bases).

You can either convert creatures in the Chamber, or get them to confess, but not both. An enemy only squeals right as he dies. To convert creatures, it will often be necessary to heal them several times, to keep them alive long enough to come around, but every enemy will convert if kept alive long enough.

The total number of Mistresses you can have is based on the capacity of your Torture Chamber. Young Mistresses tend to waste time in the Torture Chamber rather than training. Pick them up and place them bodily in the Training Room. Let them enjoy their “playroom” when they’ve earned the right by reaching Level 4.

When torturing a creature, creatures of the same type work 25% faster for 40 seconds.



# Training Room

Training is always a good idea for your basic fighter types, and is often beneficial for the rest of your creatures — but you've got to weigh all the factors. For instance, it is sometimes better to have some or all of your Warlocks work in the Library right off, regardless of the benefits of initial training; other times, you'll want them to gain a level or two of experience, first.

Training Rooms are the preferred hangout of your up-and-coming fighters, so put a Training Room close to any places you feel are weak or liable to be breached. It's much more effective than a Guard Room or Guard Post, which may or may not have someone on duty when the invasion finally begins. Likewise, it's good to have a Training Room near a Prison, to control any breakouts.

In the Training Room your creatures can train themselves up to Level 4 in perfect safety. There's an ongoing charge of 5 Gold per second to train each creature. This is a furnished room, and must have either floor furniture (training dummies, requiring at least a 3x3 tile area) or wall furniture (a stretch of at least three unbroken wall tiles) to be functional. The number of creatures that can train at one time depends on the amount of furniture in the room.

You must have a functional Training Room before your Portal will attract Salamanders (but Salamanders will only appear in realms that also have lava somewhere on the map).

Different creatures have differing attitudes towards training. Vampires will never train unless physically ordered to do so (picked up and placed in the Training Room). Warlocks will willingly train only if there's nothing left to research, and Trolls and Bile Demons if there are no build orders. Mistresses and Dark Elves will divide their attentions between the Training Room and the Torture Chamber and Guard Room respectively. Any of the above behaviors, however, can be overridden simply by picking the creature up and physically depositing him, her or it in the Training Room.



# Treasury



The Treasury is about as straightforward as a room gets. It holds gold. The bigger it is, the more gold it can hold. It holds the same amount of gold per tile, regardless of how it's configured. 25 one-tile Treasuries in 25 different spots will hold exactly as much gold as one big 5x5 Treasury. And you can always store up to 16,000 Gold in the outer square of tiles in your Dungeon Heart, at 1,000 Gold per tile.

Gold is collected by your Imps from gold and gem seams, and from fallen foes (and allies), and brought to the Treasury. Until your gold is safely deposited in your Treasury it can't be spent on rooms, Workshop items, payday or anything else. You can gather gold yourself by clicking on it, but only if it's on a tile you possess. On payday (every 10 minutes), your creatures come to your Treasury to collect their pay, and if your money's not there for them they quickly become angry. (Imps and Skeletons don't take pay.) Note that if any of your Treasuries have gold in them, your creatures can go to any Treasury to be paid ... they don't have to go to the Treasury where the money was actually deposited.

As nice as it is to have one large Treasury piled to the ceiling with gold and gems, it is really a much better system to spread the finances into several smaller counting-houses.

By building a Treasury near the source of gold, you speed up your actual acquisition of fortune and wealth. If your Imps have to run across the length of your dungeon to deposit each little bag of gold, it takes a long time to amass any capital. In fact, if it's far enough, it's possible to go bankrupt while your Imps are hard at work mining a rich supply.

In a similar light, put some little Treasuries near to where your creatures are encroaching on the enemy, since the sooner they can go get their gold, the sooner they go back on duty.

Occasionally you'll find a seemingly endless supply of capital in the form of a gem mine. That's always a windfall, but don't get overexcited. If there is gold around, dig the metal stuff out first, and leave the rocks for last. Diamonds take much longer for your Imps to mine out, so you want to get that first big push of gold to pad out your pocket, and then use the gems to keep that number stable.

When you do find gems, though, build a Treasury near them so your Imps don't have to travel far to store it away. If you can afford it, put about eight Imps on the gems alone, and watch that one Treasury sup-

port every vile habit you can conceive. If you have a Gems/Treasury system going, you might want to grab a few handfuls from time to time to maintain the balance in any smaller Treasuries nearer the fighting arena.

Contrary to some reports, a Treasury is not necessary to attract Rogues, or any other sort of creature, to your Portal.

You can't stack more than 3,000 Gold per Treasury tile. (You can't stack more than 1,000 Gold in any other tile.)

## Gold

Gold is a finite resource, so grab it early and hold it hard. Aggressively claim as much gold as you can as quickly as you can ... but remember to look ahead — gold seams often lead to unpleasant surprises. Enemy Treasuries and fallen foes can also provide unexpected largesse.

Unless you're in a cash crunch, keep your Casino set to "Smiles." Normally, it's better to lose a bit more gold than to have experienced creatures bail on you. However, if you're running out of gold, the Casino is a good way to hold the line against bankruptcy. Also remember that you can cut expenses by locking (or selling) your Training Room, so that only a few creatures (or none) can train at any given time.

If you really, absolutely must have the money — say, to build a Stone Bridge over lava to an area you *must* claim — don't hesitate to sell off your rooms. Be extremely cautious about selling your Library ... if it gets too small your Specials start to fall off your Spell Panel (because there's no more room for them in your smaller Library), and you could actually lose spells you've researched in your current realm. (This is particularly crucial in multiplayer, skirmish and pet dungeons.)

Gem squares, where they're available, will usually make your money worries go away. When you find a gem deposit, it's always a good policy to build a Treasury right next to it, so your Imps aren't wasting time transporting gems when they could be mining. Remember that the yield of your gem deposit in a given time period depends on the number of faces being mined (a gem with one face exposed can support three miners at a time, while one with four exposed faces can support 12). So mine out as much surrounding terrain as possible, and build Bridges over lava or water. Of course, the more faces of the deposit you have exposed, the more Imps you'll need to take full advantage of them.

## Selling

Selling a Room, Door or Trap nets you half its original cost in Gold.

# Workshop



You need a Workshop to make traps and doors. This is a furnished room, with both floor and wall furniture. As usual, you need at least one 3x3 floor area or three consecutive wall tiles to make this room functional.

Trolls and Bile Demons are the creatures that traditionally staff your Workshop, but if you can manage to catch and convert a Giant, you'll find that he'll complete your projects *much* faster than either of the other creatures. You must have a functional Workshop before your Portal will attract Bile Demons or Trolls to your dungeon.

Objects must be placed before they can be built. When you place a door or trap, it's a *blueprint* until the actual object is delivered (and, of course, blueprints can't do anything at all). When a project is completed in the Workshop, it sits around in a crate until an Imp comes to carry it to its position. The maximum number of crates your Workshop can hold is equal to the amount of furniture it holds. If your Workshop completely fills up, your work-creatures will not be able to do anything more until some of the crates are cleared out, but this shouldn't be a big problem unless your Imp force is very small or very busy elsewhere.

Your Workshop can hold only so many crates and only so many workers, but the maximum number of workers does not decrease as the number of crates goes up. You can keep all your creatures working right up to the point that the Workshop is completely full. In fact, you can

always lock your creatures in the Workshop when you need to temporarily bolster production.

When you're placing blueprints, remember that traps cost both gold to place and mana to place and maintain. Over-trapping is one of the best ways to quickly exhaust all your resources.



# Bridges

Bridges may only be built over lava or water, and they are the only way to extend your territory over those obstacles. No traps or doors may be placed on bridges, nor may they be turned into rooms. What bridges do most often is that they link your claimed territory with land that you couldn't influence otherwise. Build a bridge from your dungeon to a dirt path, and suddenly your Imps are busy claiming territory where they couldn't before.

A Wooden Bridge will collapse to cinders 30 seconds after being built over lava. However, this is sometimes all the time you need, and thus a Wooden Bridge can be an economical alternative to the expensive Stone Bridge. If money's really tight, build a Wooden Bridge out across the lava, immediately sell all the bridge tiles except the last, then drop an Imp quickly on that tile, to establish a beachhead on the new land.

Stone Bridges can be built over both lava and water with impunity.

Remember that bridges count as rooms, so they're claimed all at once, not one tile at a time. If you build a bridge out to another Keeper's territory, remember to guard the far end of the bridge — otherwise your rival can send a single Imp and grab the whole bridge while you're not looking.

If you're anticipating a fight right at the edge of water or lava, you might consider building a bridge over the soon-to-be-contested area, even if all your contestants can fly or are immune to lava's heat. Bodies that fall unconscious or dead into water or lava can't be grabbed by Imps — at least, not until you build a bridge in the tile. At that point, the bodies reappear *on* the bridge, where they can be healed or grabbed.

Another use is for claiming Special boxes. If there's a Special hovering over water or lava, you won't be able to grab it without claiming the area beneath. You can't claim water or lava, so you'll have to build a bridge out below it. Then you can grab the goodies and go.



# Portal



Portals cannot be built — they must be found. They can never be destroyed (although they can be wrested from your control by a rival Keeper). Of course, it is extremely desirable to establish a secure path from your Portals to your main dungeon (or at least to a Lair, Hatchery and Training Room).

If you think you can grab another Portal before an enemy claims it, give it a try. That means more for you, and potentially eliminates your enemy before he can even start. Similarly, if you can claim an enemy's Portal, do it. There's nothing more annoying than *almost* destroying the other Keeper, only to have reinforcements drop in from nowhere in the eleventh hour.

The total number of creatures that can enter through your Portal is fixed — 15 (at any one time) for your first Portal, five more for each Portal thereafter. This total affects only the number of creatures who enter through your Portal, and does not include "found" neutral creatures, creatures converted through torture, or Skeletons and Vampires created through your Prison and Graveyard. If one of your Portal creatures dies, or is sacked or converted, your Portals will admit an additional new creature to replace the one you lost.

Any creature you own (except Imps and converted Dwarfs ... and Horny, whom you don't really "own") can be "sacked" by picking it up and dropping it into the central square of the Portal.

A Portal produces its first new creature in 25 seconds. After that, the number of creatures already produced by the Portal determines how soon a new creature will appear:

1 <sup>st</sup> creature	25 seconds
2 <sup>nd</sup> creature	26 seconds ( $25 + (1 \times 1)$ )
3 <sup>rd</sup> creature	29 seconds ( $25 + (2 \times 2)$ )
4 <sup>th</sup> creature	34 seconds ( $25 + (3 \times 3)$ )

... and so on. The fifteenth creature (if this is the first Portal you've discovered within a realm), will emerge 221 seconds ( $25 + (14 \times 14)$ ) after the fourteenth.

If you toss a creature through a Portal, there's a 1/3 less chance that the Portal will produce a creature of that type.

If you've just built a new type of room, or provided any other new incentive, there's a 1/3 greater chance that the next creature through the Portal will be one that is attracted by that incentive.

For example, if you've just completed a functional Torture Chamber, and chuck a Salamander through your Portal, you are 33% *less* likely to get another Salamander, and 33% *more* likely to get a Mistress, who is attracted by your Torture Chamber.

## Hero Gate

Hero Gates are the two-way Portals by which the drooling sycophants of King Reginald enter and leave the Underworld. Although there are several realms where you must prevent the good guys from leaving via the Hero Gate, more often you'll find them admitting Heroes determined to ruin your whole day.

Hero Gates are absolutely unpredictable (unless you happen to be reading our handy notes, later in this marvelous manual). Who comes through a Gate, and when, and how often, varies from realm to realm (and even from Gate to Gate). You'll see all types of creatures, at all experience levels, emerge from these Gates in the course of your adventures. More often than not, they'll come when you least desire to see them. There are trends, of course. For example, quite often Heroes emerge in response to a particular action you take (like attacking a Hero fortress ...).

Hero Gates appear in two configurations. The 3x1 Gates are always set into impenetrable rock, and cannot be destroyed. The 2x2 Gates can usually be destroyed. To destroy a Hero Gate it is necessary to claim all the claimable land immediately adjacent to it. You don't have to worry about impenetrable rock, but ordinary rock and gold tiles must be mined and claimed, and water and lava must be bridged. When the terrain around it is completely claimed, the Gate collapses. It is possible to place a Gate so that one or more of the adjacent tiles cannot be claimed (because all of this tile's sides except the one facing the Gate are surrounded by impenetrable rock). This makes the Gate effectively indestructible.





SPELLS, SPECIALS,  
DOORS, TRAPS  
& CREATURES

(OH MY!)

# KEEPER SPELLS

It takes 500 Research Points (RPs) to research any Keeper Spell. It takes another 1500 RPs to research the Keeper Spell Upgrade (if there is one).

## Mana Drain

When a spell has a mana drain, the spell drains the stated amount of mana per second, *after* an initial period of time. This initial time is determined by the original mana cost of the spell, divided by the rate of mana drain. Basically, you pay a lot of mana up front, but that “up front” cost covers the initial mana drain. Once that “up front” mana is depleted, the spell starts draining more mana. (Exception: you immediately begin paying the mana drain on an Imp you create.)

For example, Possession costs 500 mana to cast, and has a mana drain rate of 25 per second. For 20 seconds after you first cast the spell ( $500/25 = 20$ ), there is no additional mana cost. If you continue to Possess a creature for longer than 20 seconds, the mana drain is 25 per second.

You should only need to research a Keeper Spell once; you can't lose the spells with which you begin a realm. However, if you're careless enough to lose the Library in which you researched a spell, you must research the spell again to regain its use.

Keeper Spell	Mana Cost	Mana Drain	Where Cast?	Target Cast?	Effects	Upgraded Effects
Call To Arms	10,000	90	Any land	Land	CtArms Totem appears	7,000 mana, +63/sec.
Chicken	10,000	–	Own land	Any creat.	60 seconds duration	90 seconds duration
Create Gold	15,000	–	Own land	Land	1000 gold	2000 gold
Create Imp	1,500	7	Own land	Land	Level 1 Imp	Level 4 Imp
Heal	5,000	–	Any land	Own creat.	1600 Health healed	2500 Health healed
Inferno	50,000	–	Own land	All	40 Damage/second 8 seconds duration 1 tile-length radius	50 Damage/second
Possession	500	25	Anywhere	Own creat.	Possession	350 mana, +18/sec.
Sight Of Evil	5,000	–	Anywhere	Land	5 tiles (radius)	7 tiles (radius)
Summon Horny	100,000	2,000	Own land	Land	Horned Reaper appears	(none)
Thunderbolt	6,000	–	Own land	Enemy	15 Damage	20 Damage
Tremor	30,000	–	Anywhere	Land	5 seconds 3 tile-lengths radius	7 seconds
Turncoat	20,000	–	Own land	Enemy	25 seconds duration	40 seconds duration

## Call to Arms

Mana	Mana	Where	Target	Effects	Upgraded Effects
Cost	Drain	Cast?	Cast?		

10,000 90 Any land Land CtA Totem appears 7,000 mana, +63/sec.



Call to Arms plants your standard and summons your creatures to it. Once they arrive, they will fight any enemies seen. Creatures will fight anywhere within a five-tile radius of the Call to Arms. Outside of that radius, they will concentrate on getting to the Call to Arms. If the enemy can block and attack your creatures outside of the five-tile radius, they can easily be overwhelmed and killed, because they won't defend themselves. Therefore, be careful not to place the Call to Arms too deep inside enemy territory. Call to Arms can be cast on any visible tile. When the spell is in effect, a button appears on the screen that will allow you to cancel it.

**Upgrade.** The upgrade cuts the initial and ongoing mana cost to maintain the spell (70% of the original mana cost).

## Chicken

Mana	Mana	Where	Target	Effects	Upgraded Effects
Cost	Drain	Cast?	Cast?		

10,000 – Own land Any creat. 60 seconds dur. 90 seconds dur.



Chicken temporarily turns an enemy into a chicken. Lords of the Land (and higher nobility) are immune to this spell. You can only receive the Chicken spell by successfully conquering all five **Hidden Lands** (see p. 134). It can only be cast once every 60 seconds.

**Upgrade.** The upgrade raises the duration of the spell from 60 seconds to 90 seconds.

## Create Gold

Mana	Mana	Where	Target	Effects	Upgraded Effects
Cost	Drain	Cast?	Cast?		

15,000 – Own land Land 1,000 gold 2,000 gold



This spell turns mana into gold, providing emergency cash.

**Upgrade.** The spell produces 2,000 gold, rather than 1,000.

## Create Imp



Mana Cost	Mana Drain	Where Cast?	Target Cast?	Effects	Upgraded Effects
1,500+	7	Own land	Land	Level 1 Imp	Level 4 Imp

Each use of this spell creates one Imp. The Imp must be created on a tile which you own. The more Imps you have, the more expensive it becomes (see **Imp**, p. 122, for details). Unlike other spells, a created Imp begins draining mana immediately.

**Upgrade.** Your Imps are created at Level 4, rather than Level 1.

## Heal



Mana Cost	Mana Drain	Where Cast?	Target Cast?	Effects	Upgraded Effects
5,000	—	Any land	Own creat.	1,600 Health	2,500 Health

This spell heals damage to one of your creatures, or to enemies in your Prison or Torture Chamber. Heal can be cast on your creatures anywhere in the realm.

**Upgrade.** The upgrade increases the amount of Health restored, from 1,600 to 2,500 Health.

## Inferno



Mana Cost	Mana Drain	Where Cast?	Target Cast?	Effects	Upgraded Effects
50,000	—	Own land	All	40 Damage/sec. 8 seconds duration 1 tile-length radius	50 Damage/sec.

Inferno creates a magical fire that lasts about 8 seconds, and does about 40 Damage per second to anybody unlucky enough to be within it. It will also set creatures on fire. It is useful to create temporary barriers and to fire a cluster of enemies in a large battle. It is cast on a land (or bridge) tile, not on a creature. Inferno can only be cast once every 60 seconds.

**Upgrade.** The upgraded version of this spell does about 50 Damage per second, rather than 40.

# Possession

Mana Cost	Mana Drain	Where Cast?	Target Cast?	Effects	Upgraded Effects
500	25	Anywhere	Own creat.	Possession	350 mana, +18/sec.



Do not ignore Possession! This is so fiendishly useful, once you start using it, you won't know how you managed before. Possessing creatures allows you to "force" creatures into areas that they wouldn't otherwise go. Creatures work much faster when you Possess them, no doubt due to your superior powers of concentration. Digging, exploring, fighting and so forth are all accelerated. You can even attack your own creatures while using this spell.

Possession allows you to directly control the actions of one of your creatures, and see from its perspective. (Creatures gain no experience while Possessed.) You can also group 8 more creatures to follow you.

While Possessing a creature, you can only strike for 60% of the creature's regular damage, but you can strike four times as often. (For example, if the creature is at Level 4, you strike for 60% of its Level 4 damage.)

A Possessed creature can walk and run twice as fast as an unPossessed creature of the same type and level. While Possessing a creature, you can creep or crawl at:

Level 1	50% normal speed
Level 2	52% normal speed
Level 3	55% normal speed
Level 4	57% normal speed
Levels 5-10	60% normal speed

While Possessing a Dark Elf or Elven Archer, you can "zoom in" and magnify an area by 4x, allowing you to tightly focus on any targets.

A Possessed Imp (Level 8 or higher) can only Teleport back to the Dungeon Heart.

Possessed Rogues and Thieves who steal gold steal as much as they can carry — 6500 Gold for a Rogue, 7500 Gold for a Thief. A Possessed Rogue or Thief can unlock a door in 5 seconds.

A Possessed Monk or Fairy recovers 3.3 Health per second while Praying.

*(Possession continued on next page)*

Hypnotised creatures stay hypnotised until you no longer Possess the Vampire, or until it dies.

If you run out of mana, you are immediately popped out of the creature you're Possessing. If the creature you are Possessing dies, you lose 100 mana.

For a list of all Possessed abilities, see **Creature Spells and Abilities** (p. 120).

**Upgrade.** The upgraded version reduces the mana cost to Possess the creature (70% of the original mana cost).

## Sight of Evil



Mana Cost	Mana Drain	Where Cast?	Target Cast?	Effects	Upgraded Effects
5,000	–	Anywhere	Land	5 tiles (radius)	7 tiles (radius)

Sight of Evil allows you to see everything in the radius of the spell for a few seconds. Spells cannot be cast through the Sight of Evil, nor can magic items be identified (magic-item crates can be seen, but not specifically identified).

**Upgrade.** The upgraded version increases the radius of the spell, from 5 tiles to 7 tiles.

## Summon Horny



Mana Cost	Mana Drain	Where Cast?	Target Cast?	Effects	Upgraded Effects
100,000	2,000	Own land	Land	Horned Reaper appears	(none)

You must assemble a four-part talisman to be able to summon Horny at will. While you're assembling the talisman, each new piece you find allows to you summon Horny once, but this may only be used in the realm immediately following the one where you found that part of the talisman. Remember that once Horny is summoned, you can Slap him to make him go away early (for example, if he starts attacking your creatures, or if you just want to save some mana).

## Thunderbolt

Mana Cost	Mana Drain	Where Cast?	Target Cast?	Effects	Upgraded Effects
6,000	-	Own land	Enemy	15 Damage	20 Damage



Each casting of this spell creates a bolt of energy that knocks enemy creatures down and hurts them. It works best in conjunction with one or more of your creatures, since it renders the enemy helpless for a moment. It is particularly useful when your creatures are trying to fight a fleeing or superior foe.

**Upgrade.** The upgraded version increases the spell's effect (from 15 to 20 damage).

## Tremor

Mana Cost	Mana Drain	Where Cast?	Target Cast?	Effects	Upgraded Effects
30,000	-	Anywhere	Land	5 seconds 3 tile-lengths radius	7 seconds



Tremor affects creatures and reinforced walls, but not rooms, doors or traps. It radiates fear at any creature within range, and reduces reinforced walls to rock walls. (It has no affect on rock wall.)

**Upgrade.** The Tremor lasts 2 seconds longer. (This is one of the least useful upgrades, since the damage done is the same regardless of the duration of the spell.)

## Turncoat

Mana Cost	Mana Drain	Where Cast?	Target Cast?	Effects	Upgraded Effects
20,000	-	Own land	Enemy	25 seconds dur.	40 seconds dur.



Turncoat makes an enemy creature fight against its own allies for a time. It can only be cast within your dungeon, and only one creature at a time may be affected. (This spell, like Chicken and Inferno, can only be cast once every 60 seconds.) An ensorcelled enemy cannot be Possessed, picked up or otherwise ordered about ... it will simply turn and fight against its allies.

**Upgrade.** The enemy creature is turned for a longer time (for 40 seconds, rather than 25).

# SPECIALS

These glowing, glittering crates can be the difference between overwhelming, all-conquering, rape-and-pillage-and-drink-'til-the-orcs-fall-over success and bone-crunching, soul-destroying, cry-into-the-empty-eye-sockets-of-your-fallen-comrade defeat.

The trick is knowing when to use them. Just because you get an Increase Level special now, doesn't mean you have to use it straight away. If you find an Increase Level when you only have one Firefly and a couple of Imps, you'd be some kind of fool to use it. At least wait until you get (for example) a Warlock, because Level 2 Warlocks can Heal creatures and can research faster, which means you can pull ahead of your opponent in the technology race. Better still, wait until you have a dozen creatures, all trained to Level 3 or 4. But don't wait too long (with any Special), or you'll have waited too late.

<i>Special</i>	<i>Effect</i>
<i>Heal All</i>	All of your creatures are fully Healed.
<i>Increase Gold</i>	You get 10,000 Gold.
<i>Increase Level</i>	All of your creatures gain a level.
<i>Locate Hidden Land</i>	This is the key to one of the five Hidden Realms.
<i>Make Happy</i>	All current annoyance is eliminated among your creatures (but it can start building immediately).
<i>Make Safe</i>	All of your walls become Reinforced Walls.
<i>Make Unhappy</i>	All enemy creatures immediately become Unhappy.
<i>Mana Boost</i>	You get 50,000 mana.
<i>Receive Imps</i>	You get 10 free Imps. If you have researched the upgraded Create Imp spell, they're Level 4 Imps.
<i>Reveal Map</i>	The entire realm is revealed to you.
<i>Stun Imps</i>	All enemy Imps are stunned for several seconds.



**Heal All.** Try to use it in the middle of a battle, because after the battle's over it's easier to just drop them in their Lair and let them sleep it off. It's very handy when you get swamped by two consecutive waves of enemies.



**Increase Gold.** Don't be too quick to cash this in. It's a good Special to save for a rainy day.

**Increase Level.** Be careful when you use this one. If it shows up early in a realm, it doesn't do much good to click on it immediately and promote your two Goblins and one Firefly from Level 1 to Level 2. If possible, wait until your creatures are all at maximum capacity, and trained to the highest level practical. Of course, if you need this special *right now*, to give you an edge in a crucial battle, none of the above applies.



**Locate Hidden Land.** This one has no tactical impact whatsoever on the realm in which you actually find it. Use it as soon as you find it, so you don't accidentally forget to use it before you complete your conquest of the realm.



**Make Happy.** Most useful in those times when you've completely exhausted your cash preparing for the final battle, and want to keep your experienced creatures on hand until the fight's over. Of course, it can also be essential to use this to get past a temporary cash-flow crunch.



**Make Safe.** Handy if you prefer to keep your Imps busy doing something else, like hauling bodies or mining. Just be careful that you don't use this to save yourself a little time early on, and fail to have it when you really need it (say if you've just killed a rival Keeper, and need to fortify his newly claimed dungeon in a hurry).



**Make Unhappy.** Throw this one out a few minutes before breaking into an enemy dungeon, just to see how much good it does. It's also useful if you've managed to grab the enemy's only Gate, Portal or Treasury while he still has significant forces ... this will clean them out in a hurry.



**Mana Boost.** This is still subject to the 200,000 mana cap, so don't use it unless you know you can use it *right now*. This is an excellent Special to use immediately after summoning Horny.



**Receive Imps.** Unless your need for Imps is most dire, it just makes sense to hold this one until you upgrade your Create Imp spell. Before using this Special, figure out the maximum number of Imps you could ever possibly want, subtract 10, and make sure you have that many already on hand ... because after you use the Special, the cost of creating new Imps will be astronomical.



**Reveal Map.** A delightfully unambiguous Special. There's never a reason not to use it, or to delay in using it. It's always useful, whenever it's found.



**Stun Imps.** Use this one just as your break into the enemy dungeon, to give your Imps a chance to establish a beachhead for your invasion.



# DOORS

Doors have three basic uses.

## *Slowing enemies down*

A good strong door will stop an invasion force dead for a brief time that could be significant, and will also bunch them up conveniently for a counter-attack when they break through. (You'll get more enemies with a single Boulder Trap if you set it up a few tiles behind a nice strong door.)

## *Keeping your creatures out*

If you break out into open territory, but don't want your creatures running around making trouble, put up a door and lock it to keep them where they belong. If you're running short on cash, and have a lot of low-level creatures running around, consider locking the door to your Training Room, so you can control training expenses.

## *Keeping your creatures in*

It's possible to temporarily increase your creatures' efficiency at training, research or manufacturing by locking them into the Training Room, Library or Workshop. However, use this with caution, because creatures can quickly become seriously annoyed when cut off from their Lairs and Hatcheries (hand-feeding can greatly extend the useful lock-down time for a creature). Also, in specific regard to your Workshop, this is a good way to get lots of stuff made fast, but remember that your Workshop will quickly fill up if your Imps can't get in and grab the crates.

## *Other Notes*

A couple of other notes for both doors and traps — if you stop manufacturing something before it is completed, it loses an MP every 10 seconds. And if a creature starts a job, it will continue at that job for at least 15 seconds, temporarily ignoring hunger and fatigue (if any).

## Door Table

Door	Cost (Gold)	Health	MPs to Build	Health Recovery/sec.
Barricade	400	300	150	0.1
Braced Door	1000	600	600	0.3
Magic Door	6000	1200	1200	2.0
Secret Door	3000	300	900	1.0
Steel Door	1500	800	900	0.5
Wooden Door	500	200	300	0.2

## Barricade

The bad thing about Barricades is that they restrict your own creatures just as much as the enemy. The good thing is that ranged traps and spellcasters can fight right through them. Use Barricades to defend trap batteries and to create “walls” around inconveniently open areas.



## Magic Door

The Magic Door can take damage like any other door, but this door batters back — it spits fireballs at attackers. For more information on Magic Doors, see Traps: Magic Door, p. 115.



## Secret Door

Enemies will see a Secret Door as just another stretch of wall. If you claim enemy territory and replace one of the claimed doors with a Secret Door, the enemy will forget there was ever a door there at all. However, if an enemy actually sees one of your creatures go through the Secret Door, the jig is up, and they can attack and destroy the door.



# TRAPS

Traps give your dungeon that certain something ... call it panache. Traps *finish* your dungeon ... like a good lamp or throw rug, they draw everything together and make it feel like home.

The function of a trap defense is to slow down and weaken an invading enemy, allowing you to start the actual battle with an edge. As you grow in power, it's possible to construct a trap defense that will stop a weak but persistent enemy dead (for example, that one pesky Hero Gate you can't get shut down).

Be cautious, however, about going overboard on traps. You can only have a mana regeneration rate of 500 per second, max (unless you have a Temple, and creatures who can keep praying for you). A few traps won't make a serious dent in your mana recharge, but if you go overboard, you can easily find yourself in a negative mana-flow situation, which is a serious handicap when it comes time to summon Horny or do any serious spellcasting. The moral here is to place only those traps you need to get the job done, and place them for maximum effectiveness.

## Placing Traps

Long hallways are natural places for pressure traps that trigger when creatures walk over them, and also for those lovely Boulder Traps. Traps like Sentry and Lightning are best for perimeter defense. For maximum effectiveness, perimeter traps should be defended. (Remember, they can shoot freely through Barricades.) Also, surrounding perimeter traps with pressure traps and Fear Traps can mean they do the most damage possible before they're destroyed. Fear Traps are also perfect for slowing invaders down at natural choke points (and for discouraging Imps, Scouts and other snoopy loners).

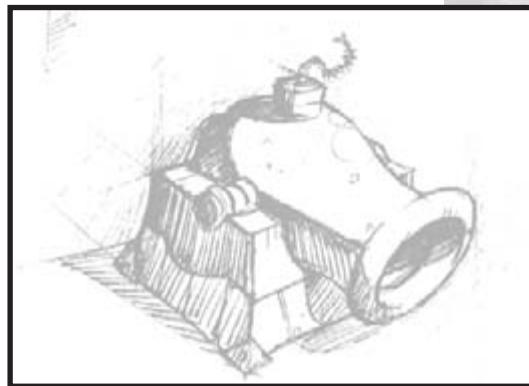
In general, enemy creatures will stop to destroy any trap they see. While this behavior limits the reusability of a trap, it does increase its ability to slow down an enemy invasion force.

## Campaign vs. Multiplayer Traps

In most of the campaign realms, Heroes will be aggressive about invading your territory, while rival Keepers will concentrate more on defending their own turf. In most of these realms, a thin line of well-placed traps to guard against wandering Hero bands will be sufficient — saving as much mana as possible for Imps and spellcasting. In the skirmish and multiplayer realms, however, the maps are designed to throw you into rapid all-out combat with another Keeper. In these scenarios a much heavier trap defense is often called for, and the sooner you can get it set up, the better. In these cases, the purpose of your traps is to slow and blunt the force of an all-out enemy invasion, so that you can commit personnel to the first battle (which is usually the decisive one) with a significant advantage already in place.

## Other Notes

A couple of other notes for both doors and traps — if you stop manufacturing something before it is completed, it loses an MP every 10 seconds. And if a creature starts a job, it will continue at that job for at least 15 seconds, temporarily ignoring hunger and fatigue (if any).



## Trap Table

Trap	Health (Gold)	Cost (sec)	Rchrg	Mana /sec	Mana to fire	MPs	Trigger	Threat Points	Effects	Hlth /sec.	Inv
Alarm Trap	200	500	1	5	-	150	Sight (4)	0	Warns Keeper	0.4	Yes
Boulder Trap	800	1500	Can't	5	-	600	Sight (3)	(70)	Boulder rolls	1.6	No
Fear Trap	600	750		5	125	150	Sight (3)	60	Spreads fear	1.2	No
Fireburst Trap	800	6000	12	10	250	1200	Sight (1)	18.5	200 Dam. (1-t. radius)	1.6	Yes
Freeze Trap	600	1500	6	5	-	900	Pressure	3.5	Tile frozen 20 secs.	1.2	Yes
Gas Trap	300	600	4	5	-	150	Pressure	7.5	75 Dam. (1-t. radius)	0.6	Yes
Guard Post	200	300	-	0	-	150	Sight (6)	0	Sounds warning	0.4	No
Lightning Trap	600	3000	12	25	375	900	Sight (4)	7.5	40 Damage to target	1.2	No
Magic Door	200	6000	8	-	500	12K	Pressure	10	15 Damage in tile	2.0	No
Sentry Trap	300	1000	6	5	250	150	Sight (5)	7.5	25 Damage to target	0.6	No
Spike Trap	400	750	4	5	-	600	Pressure	7.5	75 Dam. in trigger tile	0.8	Yes
Trigger Trap	200	300	4	5	-	150	Pressure	0	Triggers in 1-t. radius	0.4	Yes

Rchrg Time (sec) is how long the trap must recharge before it can fire again.

Mana/sec is how much mana the trap drains each second while maintaining its power, waiting to fire.

Mana to Fire is how much mana the trap expends when it fires. (But you knew that.)

MPs lists how many Manufacturing Points it takes to build the trap.

Trigger lists whether the trap is triggered by pressure (when an enemy steps onto the trap's tile, or touches the Magic Door), or if it triggers upon "sight" of the enemy. If on sight, the trap's sight range is also listed, from 1 to 6 tile-lengths away. ("Sight" doesn't bend around corners — there must be an unobstructed line of sight to the enemy before a trap triggers.)

Threat Points lists how fearful the trap appears to be to enemies. See Threat Points, p. 16.

Hlth/sec. is how much Health the trap regains each second, after it has been damaged.

Inv lists those traps that are invisible until the first time they are triggered. After it has been triggered, any trap stays visible.

## Alarm

Health	Cost	Rchrg	Mana	Mana	MPs	Trigger	Threat	Effects	Hlth	Inv
(Gold)	(sec)	/sec	to fire				Points		/sec.	
200	500	1	5	-	150	Sight (4)	0	Warns Keeper	0.4	Yes



In single-player games, an enemy Alarm Trap does very little. It doesn't make it significantly more likely that enemy creatures will notice your invasion. Your own Alarm Traps are very handy if you're the obsessive Keeper type who gets so caught up in the job at hand that you can forget the big picture.

## Boulder

Health	Cost	Rchrg	Mana	Mana	MPs	Trigger	Threat	Effects	Hlth	Inv
(Gold)	(sec)	/sec	to fire				Points		/sec.	
800	1500	Can't	5	-	600	Sight (3)	(70)	Boulder rolls	1.6	No



A boulder cuts any creature's current Health in half, and stuns the creature. Multiple boulder hits keep cutting into the creature's Health, and remember that stunned creatures take more damage — if a creature gets hit with enough boulders, it will eventually die.

Boulders can damage a Dungeon Heart — this is an excellent way to take out an enemy Keeper with a heavily trapped Heart. Yes, your own boulders will damage your Heart, if they hit it.

A boulder starts with 400 Health and takes 10 damage per second while rolling. It begins rolling at 1.2 tile-lengths per second, but its speed is directly proportional to its Health — when half its Health is gone, it is only rolling at half its original Speed.

The trap itself creates no Threat Points, but a rolling boulder spreads 70 Threat Points over a range of 4 tile-lengths.

You can change a boulder's direction by Slapping it, allowing you to send the same boulder over the same enemy several times. However, watch out for boulders that bounce off nearby walls and come back to squash your own creatures.

If you have the patch, boulders take 50 Damage from a Slap. Otherwise, a Slap doesn't hurt them. Similarly, boulders take half the damage they dish out (with the patch), but none otherwise.

## Fear



Health (Gold)	Cost (sec)	Rchrg /sec	Mana to fire	Mana /sec	MPs	Trigger	Threat	Effects	Hlth Inv /sec.
Points									
600	750	6	5	125	150	Sight (3)	60	Spreads fear	1.2 No

The undead (Skeletons and Vampires) are completely immune to the Fear Trap and can dismantle one in short order. The advantage a Fear Trap has over other sorts of traps is it will often take a few minutes before the enemy even works up the nerve to touch it (if they ever do). To get maximum bang for your buck out of a single Sentry Trap, put it in a corner or hallway behind a Fear Trap. Watch in amusement as the enemy tries to get up enough nerve to push past the Fear Trap, all the while getting blasted by your Sentry.

## Fireburst



Health (Gold)	Cost (sec)	Rchrg /sec	Mana to fire	Mana /sec	MPs	Trigger	Threat	Effects	Hlth Inv /sec.
Points									
800	6000	12	10	250	1200	Sight (1)	18.5	200 Dam. 1-t. rad.	1.6 Yes

Nothing subtle about this one — it makes a great big boom, enough to kill many lower-level creatures. And it can do it again, every 12 seconds, until it's destroyed.

## Freeze



Health (Gold)	Cost (sec)	Rchrg /sec	Mana to fire	Mana /sec	MPs	Trigger	Threat	Effects	Hlth Inv /sec.
Points									
600	1500	6	5	-	900	Pressure	3.5	Tile froz. 20 secs.	1.2 Yes

This pressure trap freezes all the enemy on one tile in place, so your creatures can get a good long whack at them. It's excellent for use in conjunction with ranged traps like Lightning and Sentry.

## Gas



Health (Gold)	Cost (sec)	Rchrg /sec	Mana to fire	Mana /sec	MPs	Trigger	Threat	Effects	Hlth Inv /sec.
Points									
300	600	4	5	-	150	Pressure	7.5	75 Dam. 1-t. rad.	0.6 Yes

By itself, the offensive potential of this trap is underwhelming (though it will discourage curious Imps). Gas Traps can be devastating, however, if laid in series down a long, narrow hallway.

## Guard Post

Health	Cost	Rchrg	Mana	Mana	MPs	Trigger	Threat	Effects	Hlth	Inv
(Gold)	(sec)	/sec	to fire				Points		/sec.	
200	300	-	0	-	150	Sight (6)	0	Sounds warning	0.4	No



A Guard Post is built like a trap, but doesn't explode or inflict damage any other way. Once you have a Guard Room, you can set Guard Posts forward of the Guard Room, so that you'll receive earlier warning of enemy encroachments. Creatures staffing a Guard Room patrol between the Guard Room and any nearby Guard Posts. For more details, see **Guard Room**, p. 83.

## Lightning

Health	Cost	Rchrg	Mana	Mana	MPs	Trigger	Threat	Effects	Hlth	Inv
(Gold)	(sec)	/sec	to fire				Points		/sec.	
600	3000	12	25	375	900	Sight (4)	7.5	40 Dam. to target	1.2	No



This repeating trap both damages and stuns the enemy. Put it behind barricades and Fear Traps, and use it in conjunction with Sentry Traps for best results.

Lightning inflicts double damage on creatures in water. Lightning also inflicts double damage on creatures with natural Lightning abilities (the Mistress and Fairy). A Mistress or Fairy who is hit by Lightning while standing in the water just takes double damage.

## Magic Door

Health	Cost	Rchrg	Mana	Mana	MPs	Trigger	Threat	Effects	Hlth	Inv
(Gold)	(sec)	/sec	to fire				Points		/sec.	
1200	6000	8	-	500	1200	Pressure	10	15 Dam. in tile	2.0	No



A Magic Door is built as a door, not a trap. However, it is both. If an enemy touches a Magic Door, it fireballs anyone in its tile (but only once every 8 seconds). A Magic Door is vulnerable both to normal attacks and to spell damage.

## Sentry



Health	Cost	Rchrg	Mana	Mana	MPs	Trigger	Threat	Effects	Hlth Inv	/sec.
(Gold)	(sec)	/sec	to fire				Points			
300	1000	6	5	250	150	Sight (5)	7.5	25 Dam. to target	0.6	No

A single Sentry Trap is good for chasing away enemy Imps, but not for much else. To do serious damage with Sentry Traps, you need a massed battery, preferably behind Barricades or Fear Traps (or any other sort of trap, for that matter ... the enemy will stop to destroy the first trap, giving the Sentry Trap more time to work). With a 6-second recharge time, you need something that will keep the enemy off them for at least that long if you want a second volley from your Sentries.

## Spike



Health	Cost	Rchrg	Mana	Mana	MPs	Trigger	Threat	Effects	Hlth Inv	/sec.
(Gold)	(sec)	/sec	to fire				Points			
400	750	4	5	-	600	Pressure	7.5	75 Dam. in tile	0.8	Yes

This trap damages whatever crosses it, but after it becomes visible it can be destroyed without being crossed. However, it's even better than the Gas Trap for defending long hallways. Note that it inflicts the same 75 damage on *everyone* in its tile.

## Trigger Trap



Health	Cost	Rchrg	Mana	Mana	MPs	Trigger	Threat	Effects	Hlth Inv	/sec.
(Gold)	(sec)	/sec	to fire				Points			
200	300	4	5	-	150	Pressure	0	Triggers 1-t. rad.	0.4	Yes

This is an odd one. Play around with it and see what you come up with.

The Trigger Trap detonates any trap that's immediately adjacent to it (in the eight surrounding tiles). However, you can set chains of Trigger Traps to set off traps further away (since a Trigger Trap will trigger an adjacent Trigger Trap). Here are some ideas:

Use a chain of Trigger Traps to start a boulder at the end of a *long* hall.

Delay a battery of Sentry Traps from firing until the target is at the center of aim for all of them.

Set up Freeze Traps so they only go off when the leader of an enemy party reaches a certain point, allowing you to get several creatures at once.

# CREATURES

Your minions are the most vital part of any plan for overwhelming evil, and it's only through complete mastery of your minions that you'll ever best King Reginald and complete your quest for the 20 Portal Gems.

## GTCYW — not just for Christmas

There are many factors to consider when building up your army of ultimate doom, but the most important is Getting The Creatures You Want (or GTCYW, as it's known in the netherworlds).

GTCYW within a dungeon is the same as in any other business — you do it by offering them what they want. Build the rooms that they want, be sure to pay at Payday, give bonuses (but also the occasional Slap of discipline). Remember, management is all about fair trading, keeping the workforce happy, and the odd moment of sudden and random violence.

## Anger and Happiness

As noted in the introduction to the Psychological Profiles (p. 17), all creatures have a snapping point, when they run out of patience. Assuming 100 is the limit for each creature, each possible annoyance has been assigned a value (in “annoyance points,” if you will). When the sum of annoyances reaches 50, a creature becomes unhappy (noted by a “Frowny Face” on its information panel). If annoyances keep accumulating (and they will unless you do something), so that the sum reaches 100 annoyance points, the creature rebels (noted by an angry face on the panel), and it might take a friend or two with it.

For a list of things that annoy your creatures, along with details on exactly how annoying everything is, see the Annoyance table (p. 23).

## Rebellion

A rebelling creature might take one or two more creatures with it.

A rebelling creature has a 70% chance of leaving the realm, a 15% chance of going over to the Good side, and a 15% chance of joining another dungeon. (If either of these last options isn't available, the likelihood of the other options rises proportionally.)

# Experience Points and Gaining Levels

A creature gains Experience Points (EPs) only by training or fighting (and creatures can't gain EPs by training after they've reached Level 4).

Imps are the only exception. They gain 35 EPs per second while fighting, but they also gain that many EPs while working — digging, claiming, mining, reinforcing and so forth.

Experience Points needed to reach the next level:

<i>Level 1 to 2</i>	300
<i>Level 2 to 3</i>	390
<i>Level 3 to 4</i>	540
<i>Level 4 to 5</i>	750
<i>Level 5 to 6</i>	1050
<i>Level 6 to 7</i>	1410
<i>Level 7 to 8</i>	1800
<i>Level 8 to 9</i>	2160
<i>Level 9 to 10</i>	2550

The higher a creature's level:

- the greater its Health and the more damage it inflicts per combat blow
- the more it takes to scare it and the greater threat it presents
- the faster it is (both walking and running)
- the more Research and Manufacturing Points it generates per second
- the more you have to pay it
- the longer you must take to torture it into converting, and
- (at high levels) the longer it's stunned when dropped from the Hand

The multipliers for the higher levels are the same for each creature, and are listed on the next page. Sample values for each creature (at Levels 1, 4, 7 and 10) are listed in the Comparative Analyses (pp. 18-23) and on each creature's Evaluation (pp. 26-69).

Level	Health, Combat	Fear, Threat	Speed, Running	RPs, MPs	Pay	Time to Convert	Stun Duration
1	100%	100%	100%	100%	100%	100%	100%
2	125%	125%	105%	125%	105%	105%	100%
3	150%	150%	110%	175%	110%	110%	100%
4	175%	175%	115%	250%	115%	115%	100%
5	200%	200%	120%	300%	120%	120%	100%
6	225%	225%	125%	350%	130%	130%	100%
7	250%	250%	150%	400%	140%	140%	100%
8	300%	300%	175%	450%	150%	150%	100%
9	400%	400%	200%	550%	180%	200%	200%
10	600%	500%	250%	700%	250%	300%	300%

## Damage

If a creature is hit while stunned, it takes double damage and stays stunned for 25% longer. Creatures on fire lose 15 Health per second. Prisoners lose 3 Health every 10 seconds.

If a creature loses 80% of its Health, it tries to leave combat and return to its Lair. (Severely injured Good creatures also try to return home.)

## Healing

Unconscious creatures die in 60 seconds unless they are at least partially healed. They can be healed if an appropriate spell is cast on them, or if they are dragged into their Lair (10 Health per second) or a Prison (immediate 10% heal).

Creatures in their Lair heal 10 Health per second. Creatures with less than half their Health sleep until they reach at least 50% of full Health.

Praying creatures gain 3.3 Health per second, but only in a Temple (except the Monk and Fairy, which can pray anywhere while Possessed).

## Death

After 60 seconds, an unhealed body dies. Dead bodies disappear after another 60 seconds.

Vampires killed by Monks cannot resurrect. They are permanently dead.

# Creature Spells and Abilities

**Range** is how far, in tile-lengths, the creature can cast the spell or ability.

**Speed** is how fast it travels once cast (the fireball or arrow or whatever), in tile-lengths per second.

**Rchrg (Recharge)** Time is how long the creature must wait between castings (meanwhile, the creature can do anything else it wants to).

**Haste Creature** and **Haste Self** only speed up how fast the creature moves (not how fast it works, attacks, and so forth). Jackpots speed up research and manufacturing. Other incentives (Slapping a creature, torturing a fellow creature) speed up all activity.

**Lightning** inflicts double damage on creatures in water. Lightning also inflicts double damage on creatures with natural Lightning abilities (the Mistress and Fairy). If the Mistress or Fairy is hit by Lightning while standing in the water, she just takes double Damage.

The Vampire's **Drain** sucks a quarter of a creature's full Health, regardless of its current Health. The Vampire gains as much Health as he Drains from his victim.

**Hypnotised** creatures will follow the hypnotiser and act as a bodyguard (attacking anything that attacks the hypnotiser). Hypnotised creatures stay hypnotised until you no longer Possess the Vampire, or until it dies. Only the Imp, Horned Reaper and King Reginald cannot be hypnotised.

For a list of all creature spells and abilities, organized by creature, see **Special Abilities**, p. 24.

## Superflowers

All creatures have a flower over their head, to track their current Health and experience, but a few have a much larger flower than others. What's the big flower for?

Keepers aren't the only ones keeping an eye on those flowers. Imps do too. When a creature with a superflower falls (whether allied or enemy), the Imps give it priority in rushing it back to the Lair or Prison — it's more powerful or valuable than the other creatures in combat.

<b>Spell or Ability</b>	<b>Creatures (Level acquired)</b>	<b>Range</b>	<b>Speed</b>	<b>Rchrg Time</b>	<b>Effects</b>
Arrow	Dark Elf (1)	5	1.2	5	30 Damage to target creature
	Elven Archer (1)	5	1.2	2	23 Damage to target creature
Cast Armour	Fairy (8), Monk (8)	3	–	5	20 seconds duration
Disruption	Dark Angel (4)	3	0.5	16	99 damage to target creature
Drain	Vampire (8)	3	–	15	Drains 25% of victim's full Health
Fireball	Horned Reaper (1)	5	0.9	7	30 Damage to target creature
	Warlock (1)	4	0.9	5	30 Damage to target creature
	Wizard (1)	5	0.9	5	30 Damage to target creature
	Salamander (8)	4	0.9	5	23 Damage to target creature
Firebomb	Warlock (8)	4	0.5	7.5	60 Damage to target creature
	Wizard (4)	4	0.5	7.5	45 Damage to target creature
Super Firebomb	Wizard (8)	4	0.5	10	60 Damage to target creature
Freeze	Mistress (8)	3	inst.	15	Target creature can't move for 10 seconds
Gas Cloud	Bile Demon (4)	1	1.0	5	24 Damage/sec.; 1.25 secs.; 1 tile-length rad.
Gas Missile	Bile Demon (8)	4	1.0	5	40 Damage/sec.; 1.25 secs.; 1 tile-length rad.
Grenade	Elven Archer (8)	4	0.3	7.5	6 Damage; 2 tile-lengths radius
Guided Bolt	Dark Elf (8)	5	0.7	3.5	30 Damage to target creature
	Elven Archer (4)	5	0.7	3.5	15 Damage to target creature
Hail Storm	Mistress (10)	4	0.5	18	4 Dam./sec.; lasts 8 secs.; 2 tile-lengths rad.
	Dark Angel (8)	3	0.5	15	5 Dam./sec.; lasts 8 secs.; 2 tile-lengths rad.
Haste Creature	Monk (4)	3	–	7.5	Target's speed +50% for 15 secs.; cancels Slow
Haste Imp	Imp (4)	self	–	5	150% speed for 15 seconds
Heal Creature	Warlock (2), Monk (1)	3	–	2.5	Heals 100 Health
Invisible	Rogue (8)	1	–	7.5	Invisible to enemies for 15 seconds
	Thief (8)	1	–	5	Invisible to enemies for 15 seconds
Knives	Dark Elf (4)	2	1.2	7.5	45 Damage to target creature
Lightning	Mistress (4)	3	inst.	13	30 Damage to target creature
	Fairy (4)	3	inst.	7.5	60 Damage to target creature
Raise Dead	Vampire (10)	3	–	17	Turns dead creature into Skeleton for 30 secs.
Skeleton Army	Dark Angel (10)	1	–	15	Creates 3 Skeletons for 30 seconds
Slow	Vampire (4)	3	–	13	Target 1/5 speed for 20 secs.; cancels Haste
Spit	Salamander (4)	3	0.9	5	15 Damage to target creature
Teleport	Imp (8)	self	–	5	Teleports anywhere within dungeon
Wind	Firefly (8), Fairy (10)	1	0.2	10	Pushes target creature back 3 tile-lengths

# Imp



Slap them as often as you see them. It doesn't make them angry, and it doesn't hurt them (much ...). They work constantly, but they won't work quickly unless they feel the back of your hand.

Your Dungeon Heart always keeps you supplied with 4 Imps — if an Imp dies, another will be created, in 5 seconds. If more than one die, another new one appears every 5 seconds.

You can always "buy" more Imps by casting Create Imp (if you've got this spell). The first one (your fifth overall) costs 1500 mana. The next one costs 3000 mana ( $2 \times 1500$ ), the third one costs 4500 mana ( $3 \times 1500$ ), ... you get the pattern.

Note that buying an Imp costs 1500 mana even if you have fewer than four — if you choose to buy an Imp before the Dungeon Heart has supplied you with one, you pay 1500 mana for it. If at all possible, wait until the Dungeon Heart has put you back up to 4 Imps before buying more. (Each Imp below five costs 1500 mana.)

Cost is based on current status, not overall history. If you've bought three Imps (giving you seven), but two die, the next Imp counts as your sixth Imp, not your eighth, and so costs 3000 mana.

Imps (and only Imps) gain 35 EPs per second while fighting, but they also gain that many EPs while working — digging, claiming, mining, reinforcing and so forth.

An unPossessed Imp at Level 8 or higher can Teleport anywhere in your dungeon that it could reach by walking. (For example, it can't Teleport past locked doors.) If you Possess that Imp, it can still Teleport, but only to your Dungeon Heart.

## Fun Imp Facts — Fascinating, but True

A few Imp facts and features to impress your friends and fellow Keepers:

- An Imp gains 6.7 Health per second while on its own land.
- Imps report intruders found within 4 tiles of the Dungeon Heart.
- An Imp can mine 25 Gold per second from a Gem tile.
- It takes just under a second for an Imp to claim an unclaimed tile.

- It takes 4 or 5 seconds for an Imp to turn an enemy tile into an unclaimed tile.
- An Imp can claim an unclaimed Mana Vault in less than a second.
- It takes 100 seconds for an Imp to claim an enemy Mana Vault.
- An Imp can dig a Dirt Path through a Rock tile with one blow.
- It takes about 10 seconds for an Imp to reinforce a Rock Wall.
- All tiles in a room must be converted at once. It takes about 2.5 seconds per tile to convert an entire enemy room.
- It takes about half a second per tile to convert a Neutral room.
- Attacking room tiles to destroy them is done tile by tile. It takes between 6 and 7 seconds to destroy each tile. (All creatures can attack rooms to destroy them.)
- It takes about half a second per tile to repair a room that was in the process of being converted or destroyed.
- It takes 12 seconds to destroy a tile's length of your own Reinforced Walls.
- It takes about 200 seconds to destroy a tile's length of the enemy's Reinforced Wall.
- Imps repair damaged tiles at 13 Health per second.

## Warlock

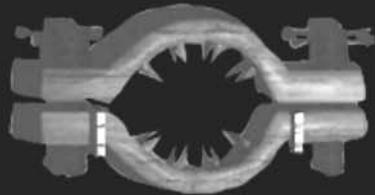
Warlocks are attracted to Libraries. They like to research and they like to train. You should like them to train, too, since they can attack from a distance. In other words, when the Heroes come in with ranged attacks, your best counter is with your Warlocks. Similarly, if you see the enemy across a river of lava, Warlocks might be able to trim them down even before you have enough technology to build a bridge.

It's a matter of personal preference whether you want to stuff your robed occultists into the Library to get a head start on the research, or if you want to train them up a level or two, to make them better researchers and more useful in a pitched battle. Advice? How long can you keep the enemy at bay? If you can hold off invaders by walling yourself in with a nice steady source of gold, you might as well devote some time to training. If you expect to be harried within moments, put them in the Library and keep Slapping them until they fork over with the technology.





WIN!  
(AND OTHER TIPS)



# WINNING

One simple fact of life: if you're not winning, you're losing. And losing is a *Very Bad Thing*. Try to remember this when 10 Giants and a handful of Royal Guards are shattering your Dungeon Heart.

Combat is like real estate — it's all about Location, Location, Location. If your creatures aren't in the right place at the right time, it doesn't matter if you have all the Bile Demons in Mucusville — you're going to lose. And remember, that is a Very Bad Thing. So how do you get the creatures to where you want, and do it quickly? The Creature Panel.

## Creature Panel

The Creature Panel is your friend and ally. Fall in love with it. Make it your own. Buy it flowers, but whatever you do, get intimate with it.

When you need to pick creatures up, or simply zoom to them, use the Creature Panel. Keepers have been known to spend millennia scouring their dungeon for 1 Firefly, when it's a simple click away. To pick up a creature, left-click on the number for the creature you want. To zoom to it without picking it up, right-click on the number.

There are four modes on the Creature Panel:

TOTAL	JOBS	COMBAT	MOODS
-------	------	--------	-------

These divide up into the following categories:

TOTAL	Total Number of Creatures of that type		
-------	--	--	--

JOBS	Idle	Working	Fighting	Busy
------	------	---------	----------	------

COMBAT	Fighting	Guarding	Busy
--------	----------	----------	------

MOODS	Happy	Unhappy	Angry
-------	-------	---------	-------

Using these panels, you should be able to pick up exactly the type of creatures you want, when you want. Why is it so important to pick the right creatures? Because if you're getting attacked by some Heroes, you don't want all the creatures that are busy making traps going out to fight, or the Warlocks in the Library to stop researching spells for you. You want to pick the ones that are training, eating, sleeping or idling so that your dungeon is disrupted as little as possible.

# Type and Match for Maximum Pain

Now you know how to grab the creatures you need, you need to work out which creatures to choose. There is a very simple rule to this — overkill. As many creatures as you think you need, double it. This will spread out the damage that is received by the creatures, and enable your creatures to do much more damage, eliminating the threat quickly.

All creatures have a specific fighting style, which will be one of the following:

**Blocker.** The creature holds its ground, and tries to stop the enemy from getting through. These creatures are tough and slow.

**Blitzer.** These creatures try to smash through the front line of defense, and attack any Support creatures that they see. They are usually fast, and hit hard, but cannot absorb much damage.

**Flanker.** Like Blitzers, they go for Support creatures if they can, but try to go around the enemy front lines. They're normally the sneakier type of creature — if they can get behind the enemy, Flankers can be deadly.

**Support.** Support creatures are your artillery and your medics. They have long-range offensive spells or healing spells to repair your front lines.

Choosing the right creatures for each enemy is paramount. For example, if an army of Hero Wizards (Support) attacks, what do you do?

- A) Invite them in, serve them tea, and show them the way to the Dungeon Heart?
- B) Desperately start laying down trap blueprints in the vain hope that your overworked Trolls can get them built before they get fireballed to a cinder?
- C) Let them get onto your turf, drop Mistresses (Blitzers) in front of them, Rogues (Flankers) behind them, and cast Lightning on the Wizards to give your creatures a warm meal?

If you chose A or B, go play *Theme Park*.

Now you know the difference in the creatures, you need to know where, and when, to drop them.

# The Art (and Science) of War

Dropping your creatures into battle is as much an art as it is a science. Different methods work well in different ways, and different Keepers develop their own style. However, there is one vital factor you always need to consider — *stun times*. When creatures drop from your Hand, they fall to the ground and are stunned for a certain amount of time. In general, heavier creatures take longer to recover from stunning than lighter creatures. Individual stun times are listed on each creature's evaluation page, and in the comparative **Physical Examination** (p. 19).

While creatures are stunned, they are sitting ducks. Enemies can happily hit them and your stunned minions will not be able to defend themselves or run away. Therefore, it's vital that if you're going to drop your minions into combat, you give them a helping hand. Here are a few nuggets of advice that have stood Keepers well in the past:

Don't drop just your toughest creatures into combat, as they take awhile to get up. Also drop in lighter creatures that can get up more quickly, to give your tougher creatures a chance to recover.

Drop your creatures a distance away from the enemy. This also gives your creatures a chance to get up and defend themselves.

Drop different types in different places. For example, Goblins are weak fighters, but recover quickly from stun. Drop them into a fight next to the enemy, and then stronger creatures behind them, like Black Knights. The Goblins might absorb hefty initial damage, but give the Black Knights time to get up. Drop Blitzers like Mistresses near enemy Support creatures, and your ranged attackers about 3 or 4 tiles from the enemy (but make sure you have other creatures between them and the enemy).

Use spells to help your creatures. The Thunderbolt spell not only damages enemy creatures, but also stuns them, so get the creatures you want in your Hand, select the Thunderbolt spell, cast it on the enemy, then drop all your creatures. This allows your creatures to attack the enemy while they're stunned and can't defend themselves.

Use traps to help your creatures. A Freeze Trap freezes an enemy to the spot, during which time your creatures can recover from stun and attack the hapless frozen enemy. A Boulder Trap is even more effective — it both damages and stuns the creatures that it hits for a short time.

With these gems of wisdom, dropping creatures into battle should become second nature. But there's more than one way to skin a Dwarf ...

# Taking it to the Enemy

Dropping creatures is all well and good, and is the best method for getting your creatures to where you want them — *as long as it is on your territory*. When you want to attack but it is beyond your domain, what can you do?

**Lead by example.** Using Possession on a creature allows you to take it over so that you can force the creature to go anywhere you want. However, mounting a full-scale campaign with just one creature is foolhardy. While in Possession of a creature, you can group creatures to you, up to a maximum of eight creatures. Press the group key (default is [7]) and left-click on the creatures you wish to lead. The easily suggestible minions rally to you, and follow you wherever you go. Be mindful of one thing however — the creatures who follow are not always the smartest bullfrogs in the pond, so be sure to lead them slowly. If you rush off and you can't find them, retrace your steps and then proceed more slowly. Also remember that grouped creatures leave you if they become scared, so try to pick the more spineful of combatants.

**This is a call.** Call to Arms can be cast on any land that you can see, and all creatures that can get there will run to reach it, ignoring anything in their path. It cannot be cast through Sight of Evil (no spell can) and once your creatures are within five tiles of the Call to Arms, they start fighting anything around them. Sometimes, if creatures can't navigate to the Call to Arms, they will not attempt to go there at all, so it is worth placing doors down at the entrances to your dungeon, and locking them, to keep creatures from answering the Call if they're needed elsewhere. (Other times, creatures will try to answer, and just mill around if they can't.) Be sure to place the creatures that you want to answer the Call to Arms outside the locked doors. Don't put your Call too deep into enemy territory, because if the enemy engages your troops while they're still more than five tiles from the Call, your creatures will concentrate on getting to the Call rather than defending themselves.

Use these two methods to send your minions to areas outside your dungeon, and wage war offensively. (However, there is no match for claiming as much land as you can, as this increases your mana intake, increases the area you can drop creatures into, allows you to place more traps and doors, and enables you to cast your spells over a wider area.)

Remember — *get your forces in first*. There are no second chances for a pre-emptive strike.

# OTHER TIPS

Here are a few good tips that have been passed down through generations for truly devious dungeoneering.

**“What do you want!? Information.”** Nothing is as essential to a victorious outcome as information. Reveal the landscape. The best way to do this is to Possess a creature and run around any hidden areas. Use Fireflies or Imps (Fireflies are better, as they can cross all terrain). Try to dash into enemy strongholds and reveal all the rooms. You will probably hit some traps, but that’s also useful, to reveal where the hidden traps lurk. If an enemy Keeper has foolishly left a Boulder Trap in his dungeon, go in, set it off, and watch his creatures get crushed!

**Trap Combos.** Use traps, and use them intelligently. One Sentry Trap will hold off next to nothing, but place a Freeze trap right in front of it and watch the hapless creature get slowly blown apart. Sentry Traps in large number are good, but try to place them behind Barricades, or behind pressure-sensitive traps like Spike Traps, Gas Traps and of course, Freeze Traps. Fear Traps can also form a good protective wall around Sentry and Lightning Traps.

**“Boulders — thousands of them.”** Boulder Traps are a double-edged sword, vicious against enemies, but far too easily triggered in the wrong direction. Use a Trigger Trap next to it, and this will prevent the Boulder Trap flying off when a lone enemy Firefly comes within its line of sight. Boulders can be used against an enemy Dungeon Heart as well, so knock a few into the Heart to really do some damage.

**Take Prisoners.** When fighting enemy Keepers, try to imprison as many of the enemy’s creatures as possible. This may seem obvious, but wait — there’s more. Heal them, and try to keep them alive in the Prison for as long as possible, *without* converting them in the Torture Room. This will stop the enemy Keeper from receiving reinforcements from his Portals, because his creatures in your Prison still count against his maximum number of creatures. Once that Keeper is destroyed, *then* you can convert the imprisoned creatures.

**Magic: The Splattering.** Use your spells carefully and cunningly. When attacking an enemy dungeon, cast Tremor on the walls to crush his reinforcements and virtually eliminate digging time. Once a breach is made,

the enemy has a weak spot. Use Turncoat on the enemy's toughest creatures. This will force that creature to attack its allies, so that both it and they will take damage. Try to upgrade your Keeper spells, too. Upgraded spells carry lots of bonuses, and can tip the balance in your favor.

**Eyes on the Prize.** Remember what it takes to win. Your objective is to get the Gem. If it's held by the Lord of the Land, you need to kill him. If it's held by a rival Keeper, you need to destroy his Heart. Wandering around digging up every corner, killing every enemy creature and claiming every available tile is good fun and all, but not if it prevents you from actually winning the realm. Remember to prioritize, and focus on winning ... in the end, the Gem is the only thing that matters, and everything else is either a means to that end, or a distraction and a hindrance.

## Hand of Evil

**Holding.** All of your minions can be picked up. (Note that the Horned Reaper is *not* a minion and cannot be picked up.) You can't hold more than 64 things in your Hand at once. (A pile of gold is *one* thing.)

**Dropping** most creatures stuns them (flying creatures, Imps and Dwarves aren't stunned). If a creature is hit while stunned, it takes double damage and stays stunned for 3 more seconds. For how long a creature is stunned when dropped, see the individual Evaluation for that creature, or the comparative **Physical Examination** (p. 19).

**Slapping.** All creatures can be Slapped. (The Horned Reaper disappears if you Slap him.) When you Slap a creature, it moves and works 50% faster for 25 seconds, and it is Fearless for 11 seconds after being Slapped.

For damage that a creature takes from a Slap, and how angry it gets, see the individual Evaluation for that creature, or the **Physical Examination** (for damage; p. 19) and **Psychological Profile** (for anger; p. 23).

Each time you Slap a creature that has won a jackpot, it drops a quarter of its winnings (where Imps can grab the gold and return it to your Treasuries). However, all your creatures' increased work rates are also cut by a quarter.

For details about Slapping boulders, see **Boulder Trap**, p. 113.

**Personal Attention.** Anytime you give a creature gold by Hand (even one or two coins), it is satisfied until the next payday rolls around. You can also Hand-feed your creatures — for details, see **Hatchery**, p. 84.

# Mana

Mana is the lifeblood of your dungeon. Along with gold, of course — mana and gold are the lifeblood of your dungeon. And creatures — mana, gold and evil creatures are the very blood and marrow of your dungeon. Did we mention territory? Mana, ... well, you get the point.

Your Dungeon Heart generates 30 mana per second, which is just enough to power the four Imps it also gives you. But you also need mana to cast Keeper spells, power your traps, and keep your extra Imps on the go. (And note that several Keeper spells — including Possession, Summon Horny and Call to Arms — require mana to keep running.) Where else can you get mana?

- Every tile of path or reinforced wall that you have generates 1 mana per second.
- A Mana Vault generates 100 mana per second.
- Once you have a Temple, you get 250 mana per second for every creature praying in the Temple. (The Monk and Fairy can also pray anywhere else while Possessed, but they only gain Health, not mana.) Mana generated through prayer doesn't count against the 500-mana-per-second limit mentioned below.

There are a couple of limits on how much mana you get. First, you can only create 500 mana per second. Anything over that rate is lost. And second, you can only hold 200,000 mana at any time.

**DWIP (Dying While in Possession).** If the creature you are currently Possessing dies, you immediately lose 100 mana.

## Resource Management

Since it's a self-renewing resource, mana is seldom a long-term problem. (Of course, it can be a *severe* short-term problem, for example if you just created a dozen Imps and are suddenly faced with a pressing need to summon Horny — see **Running Out of Mana**, below.)

It really doesn't take that big a dungeon to get to a full 500 per second in mana production (the max allowed, other than from a Temple), so that's not a problem (and to tell you the truth, most of the time Mana Vaults are pretty much irrelevant). Remember to be moderate in your placement of traps and your creation of Imps ... it's surprisingly easy to run your regeneration rate down to a trickle, or even to get into a deficit situation. Try to never let your combined mana cost for Imps and traps

get above 300 per second, absolute tops (and 200 is better, even for a very heavily trapped layout) — you'll want the rest for casting Keeper spells and firing traps.

Of course, a Temple is your ace in the hole for mana production, since it's the only mana-producing resource not subject to the 500-per-second cap. If you deplete your reserves, it's always a good idea to send a prayer posse to the Temple to get you back to 200,000 toot sweet, and the heavier your mana drain the more important this ongoing prayer meeting' becomes.

## Running Out of Mana

Running out of mana is a bad thing. Don't let it happen, even briefly.

When you run out of mana, mana-powered effects start to disappear:

- First, you are popped out of any creature you're Possessing.
- Then you lose most other mana-driven Keeper Spells.
- Then you lose Call to Arms and Summon Horny.
- A trap that tries to fire will just fizzle if there's no mana.
- If you don't have enough mana to power your Imps, each one starts a countdown, at the end of which it explodes. If you regain mana before that unhappy event, the countdown is reset.

To repeat, running out of mana is a bad thing. Don't let it happen.

## Terrain

Terrain	Health	Gold	Mana Gain/sec	Dam/sec to creature	Visible to Scan?
Rock	66	—	—	—	—
Reinforced Wall	90	—	1	—	—
Impenetrable Rock	n.a.	—	—	—	Yes
Dirt Path	—	—	—	—	—
Claimed Path	66	—	1	—	—
Water	—	—	—	10 (Vampire)	Yes
Lava	—	—	—	10 (most)	Yes
Gold	66	3000	—	—	Yes
Gems	—	unlimited	—	—	Yes
Mana Vault	n.a.	—	100	—	—
Hero Lair	66	—	—	- 6.7 (Good)	—

For more details on Imp-work — digging, claiming and reinforcing — see Imp, p. 122.

# Hidden Lands

There are more realms in this land, dread overlord, than your scouts have discovered in their nocturnal sleuthing. They are the nightmares, long buried and forgotten, that were created in ages past.

Elm Shadow, Emberglow, Woodsong and Cherish all contain Special boxes with the directions to one of these little hidden horrors. Once you open the box, your darkling minions will mark it with a flag that can be seen from your tower window. You can then descend into the darkness and wreak havoc upon the creatures lurking within.

The down side is that there is no happy little hamlet associated with these mystery dungeons. You will gain no miserable slaves, destroy no happy and honorable communities, dash no hopes.

There are whispers, also, that the mouth to an ancient evil place gapes open only when the moon is newly reborn. Perhaps your minions will locate it in the day the moon's face disappears, and mark the place for you — but entrance can only be gained during those twenty-four hours that Luna has all but disappeared. (When you find a moon icon at the top right corner of your screen, click on it.)

## Chicken Spell



When you complete all five Hidden Realms, you receive the Chicken spell. For details of its nefarious purpose, see Keeper Spells, p. 100.

## Cheats

So you want to cheat? Well, we have words for Keepers like you — words like “Welcome!” and “Brother!”

When you're in a realm, hold down **Ctrl****Alt****C**, then release them and:

- type in “now the rain has gone” to reveal the entire map.
- type in “do not fear the reaper” to complete the realm.

To jump to a specific realm, right-click on the *Dungeon Keeper 2* shortcut, and add the following parameters outside the speech marks in target:

-level <levelname> -q

For levelname, type in level17 for Campaign Realm 17 (Moonshine), secret1 for Secret Realm 1, and so forth.

# Distance

We could talk about feet, or meters, or other measures popular in the Overworld, but the grid in front of you is divided into tiles, so we measure everything in tiles or tile-lengths.

Some distances are measured in tiles, and some in tile-lengths. What's the difference? Some spells and traps affect a certain number of tiles. For example, a Spike Trap affects everyone occupying the target tile when the trap is triggered.

Other spells and traps have tile-length ranges. For example, a Gas Trap has a 1 tile-length radius. When it is triggered, every creature within 1 tile-length of the trap is affected. This area of effect extends into several tiles on each side of the trapped tile (but doesn't completely fill any of these other tiles).

Since creatures have specific locations — they aren't all figured to be standing at the exact center of the tile they occupy — exactly where a creature is standing when a trap or spell triggers determines whether or not the creature is affected by the spell.

Movement (walking, running, crawling or flying) is also figured in tile-lengths.

## If They Come, Build It!

One neat trick (that you can take advantage of about once in a blue moon), is to build a quick room *around* an invading creature. If you can get an attacker into a large enough area of unassigned tiles belonging to you, and if you have Imps available for a quick construction job, and if you can keep the invader occupied while you busily hammer and saw around it, then you might actually be able to build a Prison or Torture Chamber around the unwitting creature and capture it without going to the trouble of knocking it down.

More power to you if you can actually pull this off — it would be the height of frustration for an enemy Keeper in a multiplayer realm!

# Strange Messages

Below is an explanation (or as much explanation as you're going to get, anyway) of some of the odder messages you might hear in the game.

## Dungeon Activity

The very rock yawns with anticipation of your next fascinating move.  
*(No user input for 160 seconds)*

You'll go blind, you know.

*(No user input for 160 seconds and more than 4 mistresses in the Torture Chamber.)*

If you were any kind of a real Keeper you would have won by now.  
*(After 2 hours play)*

You have an excess of Mistresses. There's a word for Keepers like you.  
*(This may show up if you generate more than 10 Mistresses)*

## Special Times

It is the Witching Hour. Curses are half-price.  
*(Midnight)*

Surely, even Dungeon Keepers must retire to a Lair of some description?  
*(1 a.m.)*

Hello? Are you still there? The Imps are about to lock up.  
*(2 a.m.)*

You know that low, broad, downy-soft item of furniture in the next room? It has the power to cure fatigue and restore vitality.  
*(3 a.m.)*

Your nocturnal perseverance has earned you a hidden gaming tip.  
GO TO BED!  
*(3:15 a.m.)*

Trick or treat, Keeper? Buwa ha ha!  
*(Halloween, at midnight and 6:06 p.m.!)*

## Random Weirdness

*The game checks and throws one of these at you at random every 40 minutes.*

A lost soul has entered your Dungeon. Oh — no, it's wandered out again.

A neutral creature sends word that he can't make it today.

Your Dungeon floor is lumpy. Order your minions to jump up and down.

Hungry Demons cannot reach their toes.

Your Dungeon is on an incline. Angry creatures cannot play marbles.

Big monsters! Big prizes! I love it!

Your Dungeon is full of yoghurt.

Keeper, you have something unpleasant under your fingernail.

Micro-piglets stalk your Dungeon. Beware!

Your Dungeon is damp. Install central heating.

Never eat anything bigger than your own head, Keeper.

Your Lair has been re-carpeted.

Your minions demand cable.

Timing is ... everything.

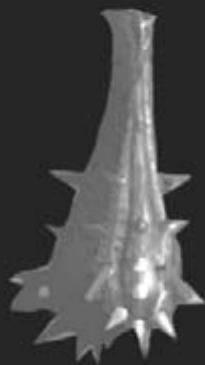
## Inexplicable

One of your Imps does a great impression of you. He can even do the ears.

*(When you have generated 10 Mistresses ... this is probably a bug!)*



# CAMPAIGN REALMS



# THE KEYS TO YOUR CAMPAIGN

Empires are not built on carnage alone. Carnage is an important element in world conquest, of course, but by itself it is not enough. The reason, of course, is that basic bloodshed is something that anyone can manage. If you expect to simply walk through the tunnels and caverns beneath some innocent realm, cast a few spells, skewer a few do-gooders and call it a day, you'll be disappointed to find that these happy people are perfectly able to put aside their merry frolicking and rampage right back at you. It's almost startling how efficient these smiling, innocent, contented people are at gutting, hamstringing and decapitating your minions.

So you can see that a battle-plan of "wage war" isn't quite enough. You need ... information.

Sheer raw data means the difference between walking into an ambush and setting one up. It means you're not simply digging in the dark, but instead are excavating with a purpose. You're not hoping for a gold strike, you're striking out for an inexhaustible gem supply.

This information has been compiled into a Keeper's Companion. We're confident you'll find everything you need within its pages.

However, in the interest of space we had to use a few codes.

## Rooms

Whenever an area ripe for conquest has pre-existing rooms, we label them accordingly. Our maps do not reflect any rooms that are constructed after you begin your hostile takeover.

	Casino		Hatchery		Temple		Workshop
	Combat Pit		Lair		Torture Chamber		
	Graveyard		Library		Training Room		Stone Bridge
	Guard Room		Prison		Treasury		Wooden Bridge

## Portals and Gates

- There are two types of entrances into your subterranean world. One is a ▲ Creature Portal ... whence most of your new hires will enter. These are not numbered, since there is no way of guaranteeing what or how many new recruits you will get from any particular Portal. Remember, the best way to lure new minions into your dungeon is to build rooms that they find attractive. If you've got a bad (good?) reputation, all the Portals in the world won't raise your head count.
- ▲ The other entrance into the underworld is a Hero Gate. These are white and usually have a number on them. The number corresponds to the Hero parties that are assigned to use that entrance. The Heroes use this method of assigned Gates to keep their armies spread out ... but you can use this hidebound organizational method to your own advantage. There is no way of knowing exactly when the heroes will emerge, but at least you will be forewarned how many enemies you will likely encounter.
- ⚠ Sometimes a Hero party will have a choice between Gates. In this case, we label the party with a "Wild Card" Gate to let you know that you should expect them, and expect them from any gate.

## Creatures

There are two types of creatures that you'll encounter in the under-realms: those misbegotten fools who will resist

you and those who will work with you. We've marked those who support the Powers of Darkness with black, numbered circles. Those who will fight you on sight are tagged with white numbered circles. These circles correspond with the nearby key that reveals the creature type and level.

Remember, just because a creature will fight your forces doesn't mean you can't "persuade" it to join you.

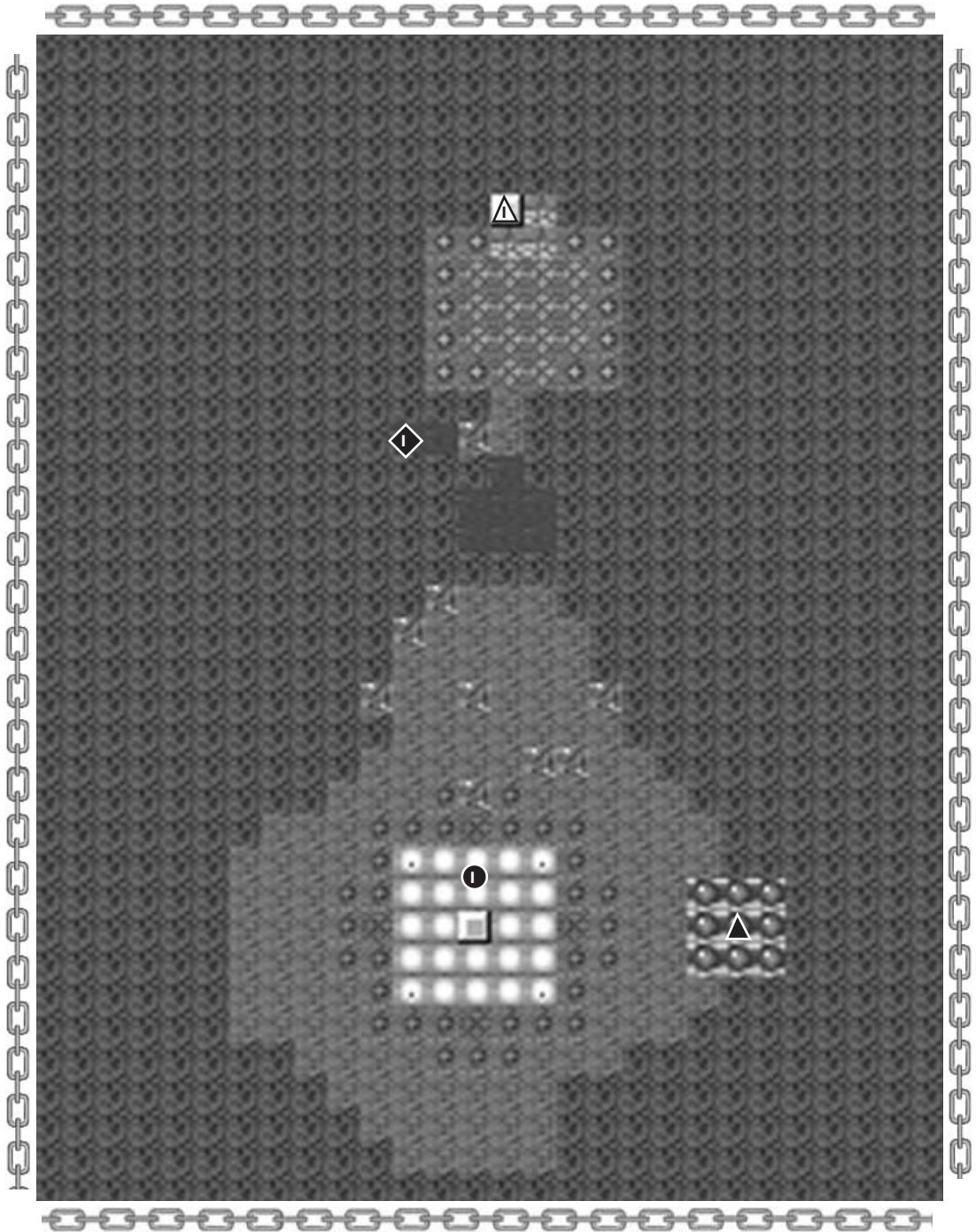
## Traps

Traps that exist at the time you commence your campaign are marked with white, numbered boxes. Be aware that the □ boxes on the maps correspond to the approximate location of the trap. Due caution should always be used when approaching a dangerous area.

## Specials

Sometimes there are little surprises hidden in the realm, either left behind by a previous Keeper, or squirreled away by a former mage or other creature. These are yours to claim. Specials are marked with a black, numbered diamond. As before, the number corresponds to the nearby map key.

If you use this information wisely, your conquest will live in infamy for its swift speed and brutal effectiveness. We provide you this information as a gesture of our faith in your ruthlessness. Go forth and wreak *real* carnage.



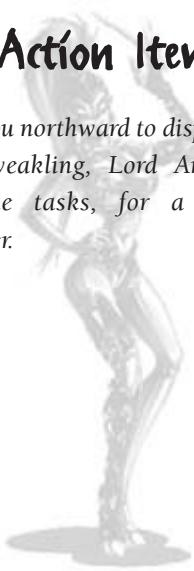
# REALM I

## WARCRY AT SMILESVILLE

Greetings, apprentice evil one. The first land requires from you the most minimum of effort. The Mentor will guide you through the building of a very simple dungeon.

### Action Item

*Go you northward to dispatch of the weakling, Lord Antonius. Simple tasks, for a simple Keeper.*



### Assets

- 4 Imps (1)
- ◆ Increase Level

### Liabilities

- △ Lord Antonius (1)
- △ 2 Dwarves (2)

### New Assets

- Lair
- Hatchery
- Portal
- Imp
- Goblin

# Business Model

The first order of business is the accruing of finance. You will see that a tile of gold flashes, ready to be tagged. Tag the flashing gold with the left mouse button. This will instruct your Imps to dig it out, and you may watch them take the gold back to your Dungeon Heart. The Dungeon Heart will store a maximum of 16,000 gold. Any gold that exceeds this amount will be left on the ground where it is mined. Keepers of the original battles take note: gold may now also be stored in the Dungeon Heart, not just a Treasury.

Once you've successfully mined one tile of gold, netting you 3,000 gold, you are advised to continue to mine gold until your Dungeon Heart holds 12,000 — an ample sum for your needs in this simple land. You'll have to get your Imps to tunnel through the rock which separates them from the rest of the gold: just tag where you want them to dig. You'll find that the impenetrable rock which surrounds your dungeon cannot be tagged: it's not possible for you to dig this out.

Once the princely sum of 12,000 gold is yours, the Mentor will congratulate you and tell you that you are now ready to recruit more creatures. A Portal is revealed and a route towards it highlighted: tag this and let your Imps dig to the Portal and claim it by jumping up and down. Why do Imps claim in this way? Who can say, but it keeps them amused.

Once the Portal is yours, your first creature will emerge. He's a Goblin, a useful grunt trooper although he fights best in large numbers.

He needs somewhere to sleep, so the Mentor flashes an area 3 tiles wide by 5 high, just to the west of your Dungeon Heart. Tag this so that your Imps will dig it out. Once this has been excavated and claimed, you must build a Lair for your Goblin to make his bed in. The Rooms Panel tab will sparkle (unless it's already open). Click on this and then on the Bed icon to select *Build Lair*. Now click and drag within your claimed cavern to build a nice big Lair for your Goblins to sleep in.

Your Portal will allow 15 creatures to enter your realm, and each of them needs a tile of Lair to make its bed on.

Your Goblin now goes into the Lair and makes his bed, and more Goblins begin to enter through the Portal.

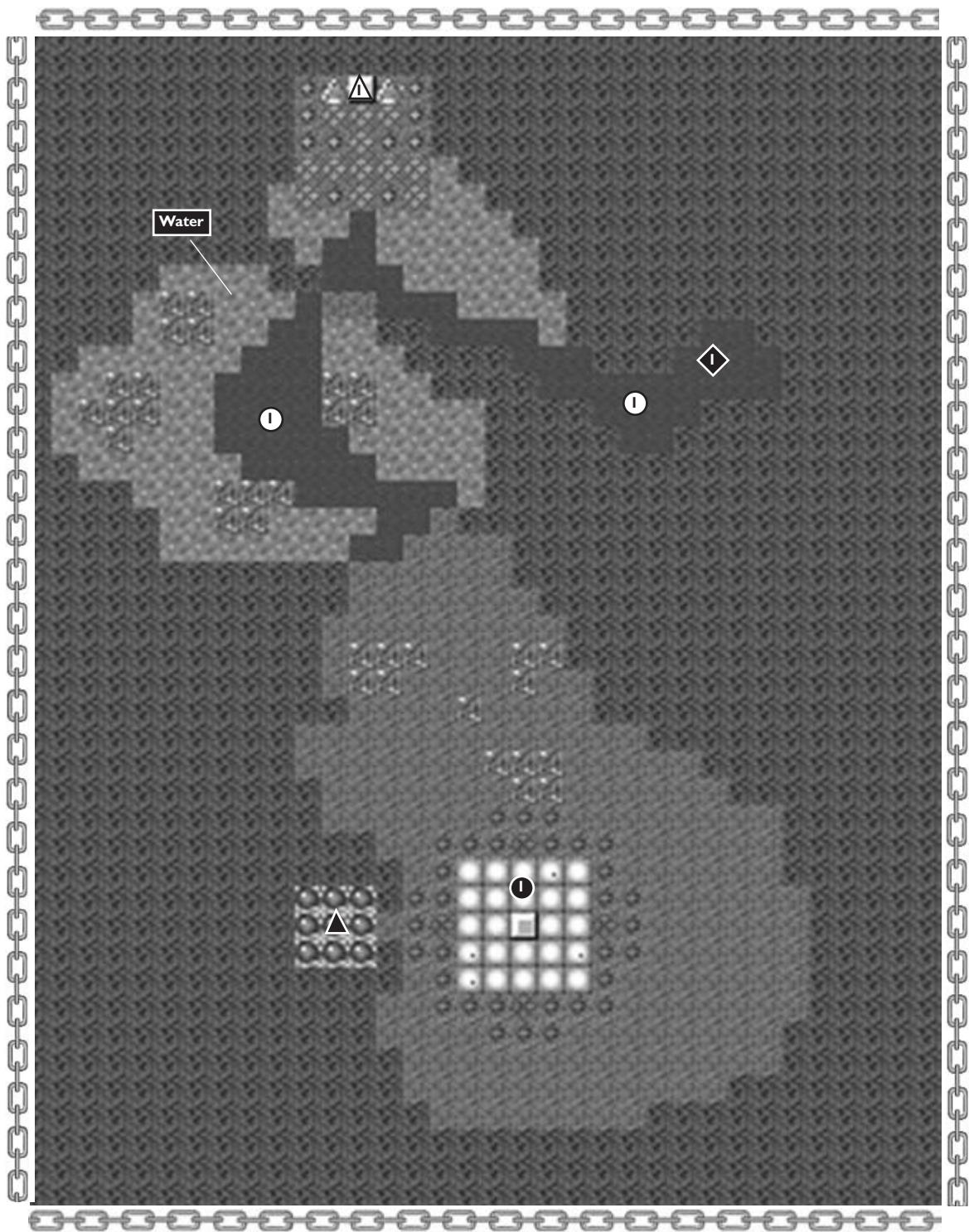
Your next task is to feed your hungry minions. To do this you need to build a Hatchery. A suitable area will flash — dig it out and build the room in the same way you built the Lair. You will need to build a Hatchery at least 3x3 in size.

Once your basic dungeon is established, some local Heroes notice your evil presence and attempt to eliminate you from their land. Two pathetic Dwarves tunnel down from the north, and your Goblins should make short work of them.

Give your Goblins a little time to rest after the fight. Soon you will have 6 or more Goblins and can easily take on the feeble Lord Antonius, who is ill-prepared to battle with even your minor army. Tunnel northward, beyond where the Dwarves broke into your dungeon. You will pass a single tile of gold: dig this out before going any further north and you will find an Increase Level special. As soon as your Imps have claimed the land underneath it, click on this golden box and all your creatures will advance a level in experience, thus gaining extra strength and skill.

Now dig through the last tile of rock separating your dungeon from Lord Antonius' keep. On seeing your Imps, he will rush into the fray, confident that he can single-handedly slaughter your Goblins and destroy your Dungeon Heart. But fear not, your Goblins will overpower him and the Portal Gem will be yours.

Congratulations, you've successfully concluded your first hostile takeover.



# REALM 2

## ENCHANTMENTS AT SING-SONG

You have proven yourself worthy for a further challenge. Now that you have left Lord Antonius as a moldering corpse in the wake of your destruction, you must face Lord Darius. Without a doubt he is a tougher nut than your last foe. Forewarned of your presence by your recent victory, he has assigned a number of Dwarves to patrol his lands. These short soldiers are on stand-by, ready to come to their land's defense.

### Assets

- ◆ Mana Boost
- ② 4 Imps (all 1)

### Liabilities

- ① 4 Dwarves (all 1)
- ▲ Lord Darius, 5 Dwarves (all 1)
- ▲ 4 Dwarves (all 1)

### Action Item

*Use all the rooms within your means to destroy Lord Darius.*

*The Library will recruit Warlocks to your service. Not only are these scholars excellent support troops — they hurl fireballs at any interlopers when they're irritated, and they're easily irritated — but they also research spells that you can personally cast at your discretion.*

*A Training Room allows your creatures to Improve their skills, making them more deadly in battle and more skilled in research. This is a tried and true growth strategy.*

### New Assets

- Library
- Training Room
- Warlock
- Create Imp Spell
- Thunderbolt Spell

# Business Model

Begin by ordering your minions to excavate suitable caverns and building a Lair and Hatchery, just as you did in the previous realm. Grab the initiative and command a tunnel dug to the west, and claim the Portal so that creatures can enter your realm. Your basic dungeon is complete, but that is but a foundation to the full glory you can achieve. Demand a 4x4 chamber and establish a Library. This will be large enough to have four bookcases, and each of these will attract another Warlock into your dungeon.

Your first Warlock will arrive shortly after your Library is built, and after conjuring a bed in the Lair he will head off to the Library and devote himself to proactive support of evil and destruction.

Your growth strategy should next include a 4x4 Training Room. This will motivate your Goblins — they will go into the Training Room and start practicing against the dummies in the center. The number of such targets determines how many creatures can train. The more, the better. However, once a creature reaches Level 4 it will be unable train any further. After that, only the experience gained through real blood-and-bone combat allows a creature to progress to higher levels.

Training creatures costs gold, and you will probably need to mine some of the gold near to your Dungeon Heart. Such is the nature of finance. Train, research, mine ... and oh yes, reinforce the walls. It's your dungeon of depravity, not a hole in the ground.

It's best not to break out into the open area to the north until you're sure you're ready. So keep your creatures at work training and researching for the time being.

Your researching Warlocks will discover the spell Create Imp for you. Finally you can snap your fingers and summon a servant from thin air! Open the Spells Panel by clicking on the sparkling tab, and then click on the symbol of the Imp's Head. Cast the spell by clicking on any of your claimed land (this includes rooms). An Imp will spring forth fully formed and scurry off to find something useful to do.

Shortly after discovering Create Imp, your Warlocks will discover the spell Thunderbolt. Ah, the power! Who says research can't be market-driven? This is a sizzling spell, expensive on the mana but most satisfying as it allows you to strike down enemies with a bolt of lightning. Not only does it damage them, but also they will be stunned for a time, allowing your creatures a window of opportunity to attack them unopposed.

Now it's time to concentrate on the opposition. Finally the short-sighted Heroes of this realm begin to notice you. A band of hopping, screaming Dwarves will break into your dungeon from the north. As soon as they step onto your territory, give the Thunderbolt spell a go. Smite a Dwarf with your spell. Then let your eager Goblins finish the little pest off.

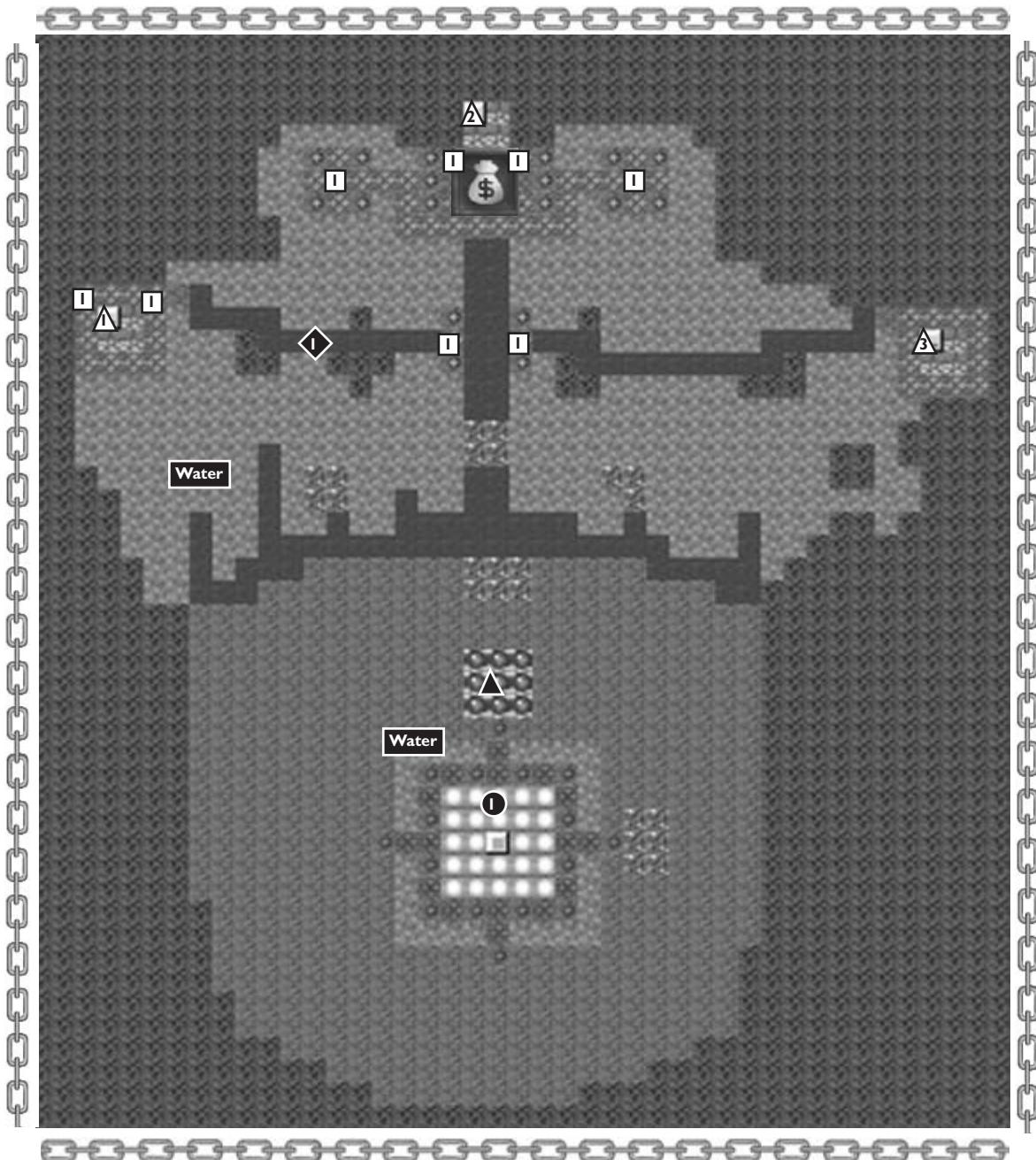
A new area is now exposed, containing pools of water and some more gold, which might be useful if you've built extra large rooms or if many paydays have passed. More is more, that's your motto.

Meanwhile, your Warlocks will continue to blue-sky research. Although there are no new spells to be discovered in this realm, extra knowledge improves your existing spells. In fact, given enough time, they'll upgrade Create Imp so that the icon turns gold and Level 4 Imps will be created. The improved Thunderbolt spell will do extra damage at no extra cost.

When you and your slavering hordes are ready, tunnel northward again to find Lord Darius' keep. It's well defended by a nest of Dwarves, but by using your trained Goblins for close-quarters fighting and placing your Warlocks a little further away, you'll defeat them. Don't mind casualties, that's in their job description. Of course, you shouldn't drop your creatures too close to the enemy, since they will be stunned for a few seconds and unable to defend themselves from the stumpy enemy berserkers.

As soon as the Dwarves have been dealt with, drop some Imps up there to claim your new acquisition. There's a Mana Boost special located to the southeast of the keep. Activate this as soon as the land beneath it is claimed, and your mana reserve will be boosted.

Once most of the Dwarves defending the keep have been defeated, Lord Darius will appear through the Hero Gate leading another herd of Dwarven warriors. Wait with the patience of a snake until he's solidly onto your land, then stun him with the Thunderbolt spell while your creatures attack him. Finally he will fall and you can claim the Portal Gem as your rightful possession.



# REALM 3

## GREED AT RAMSHACKLE

Lord Avaricious is a strong Knight with many fighters at his command. He's also obsessed with money, and will send his minions to try to steal your gold. You'll need to build traps and doors to defend your dungeon, and keep careful watch over your realm to ensure that no light-fingered Thieves escape with your loot. Meanwhile, Lord Avaricious and his troops have decided to stay in their fortress to protect the Portal Gem.

### Assets

- ❶ 6 Imps (all 1)
- ❷ Reveal Map

### Liabilities

- ▲ Dwarf (1)
- ▲ Thief (1)
- ▲ 2 Thieves (1)
- ▲ Dwarf (1)
- ▲ Knight (1)
- ▲ Lord Avaricious, Dwarf, Thief (all 1)
- ▲ Dwarves (1,2)
- ▲ Thieves (1,1), Dwarf (2)
- ▲ Thieves (1,1)
- ▲ Dwarf (1), Thieves (1,2)
- ▲ 2 Dwarves (1,1), Knight (2)
- Sentry Trap

### Action Item

Lord Avaricious has a well-defended fortress. You can storm his castle and massacre Lord Avaricious and all his men, but that just doesn't have style. Far more sinister is to lure him out of his castle, kill his comrades before his eyes, and then destroy him. That's class.

It's simple with one as greedy as Avaricious: if you strip his land of gold by mining it all out, he'll be so enraged that he'll charge out to attack you ... on your home territory. Thus will his doom be sealed, as you can blast him with Sentry Traps and fry him with Thunderbolts until he's nothing but a grease spot.

### New Assets

- Workshop
- Treasury
- Firefly
- Troll
- Sentry Trap
- Wooden Door

# Business Model

As mundane as it may seem, first you're going to need to do a touch of housekeeping. Dig out a series of chambers to hold all your rooms, and send miners to dig out the handy bit of gold to the east of your Dungeon Heart. Use the four landbridges to connect your rooms to your Dungeon Heart, since your Imps can only claim land that is adjacent to land you already own.

Obviously you'll need to build a Lair, and immediately thereafter a new Workshop. Keep in mind it needs to be at least 3x3 so that it will have an anvil for your workers. This will attract a Troll, who is a skilled artisan and can be set to work building all manner of useful and unpleasant devices.

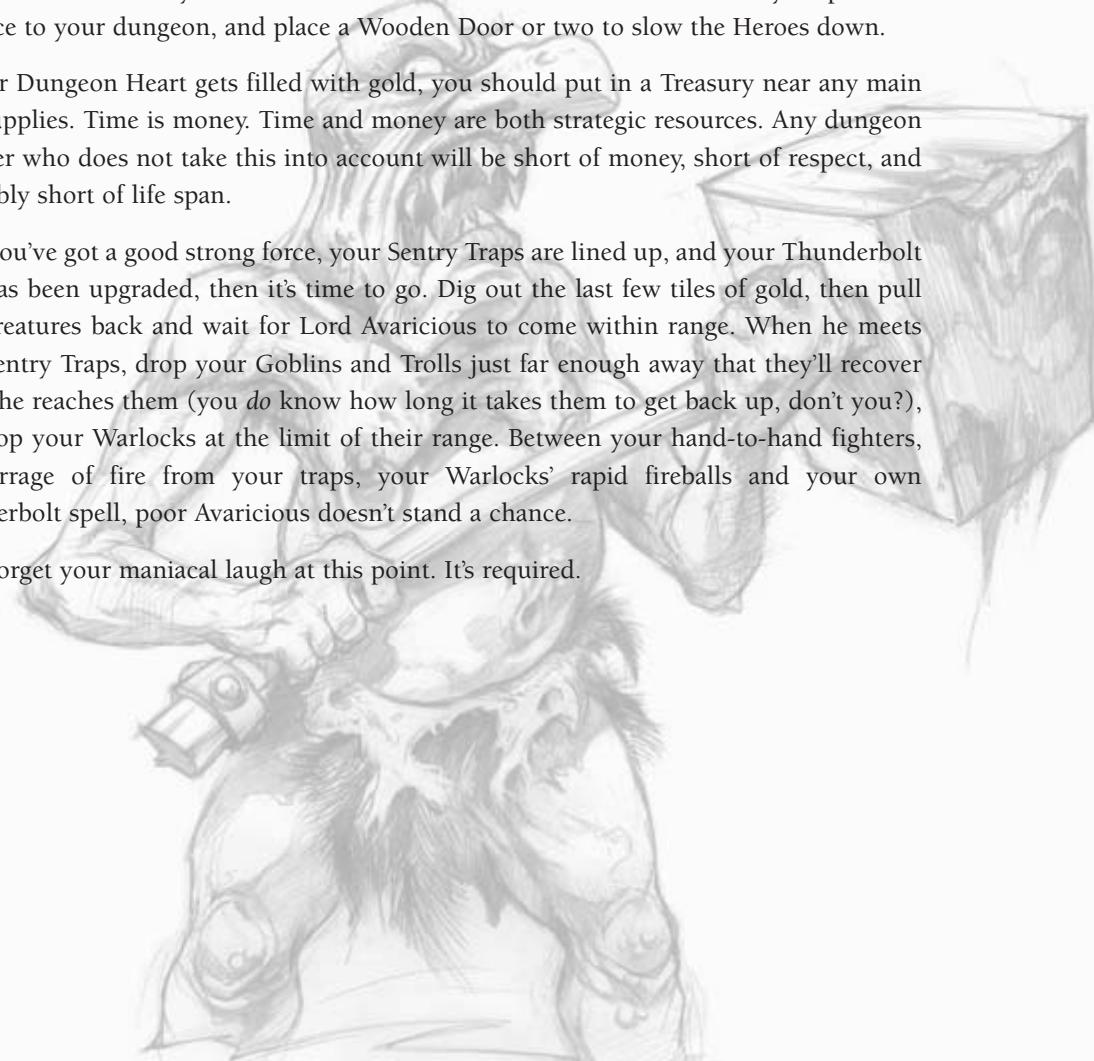
Once you've claimed your Portal, a Firefly will be recruited. It's a fragile creature, true, but a highly valuable scout when it comes to exploring dark tunnels.

Once you've got your Trolls ready to brew up some grim gadgets, open up the Workshop Panel and select Sentry Trap. You can place a Sentry Trap blueprint by clicking on any claimed land, but a little forethought will buy extra benefit. For instance, between your Dungeon Heart and Portal is a good spot since then it can defend both areas. Now a Troll will head off to the Workshop and build the trap, and then one of your Imps will drag it to the blueprint location. Meanwhile you can concentrate on designing and building the rest of your dungeon.

Keep in mind the mana usage of a Sentry Trap — 5 per second. Three or four is a sensible number at this point. No point in getting carried away and running out of juice.

Next on your agenda is to get your creatures training and your Warlocks researching. When you enter a new realm, you lose the spell upgrades that you had developed in the previous realm (a phenomenon commonly referred to as Brain Drain) and thus they will need to be researched again.

Meanwhile, back at the front ... the first of Lord Avaricious' subjects, a Dwarf, will break into your dungeon some time around now. If you've been preparing at all for your conquest and subjugation of Light and Good, your traps and fighting creatures will obliterate him almost instantly, but this will open your dungeon up to the lake to the north. Here you can see three pillars of gold. Nice, yes? If you dig those out, you're sure to lure Lord Avaricious out of his miserable, cowardly hiding.



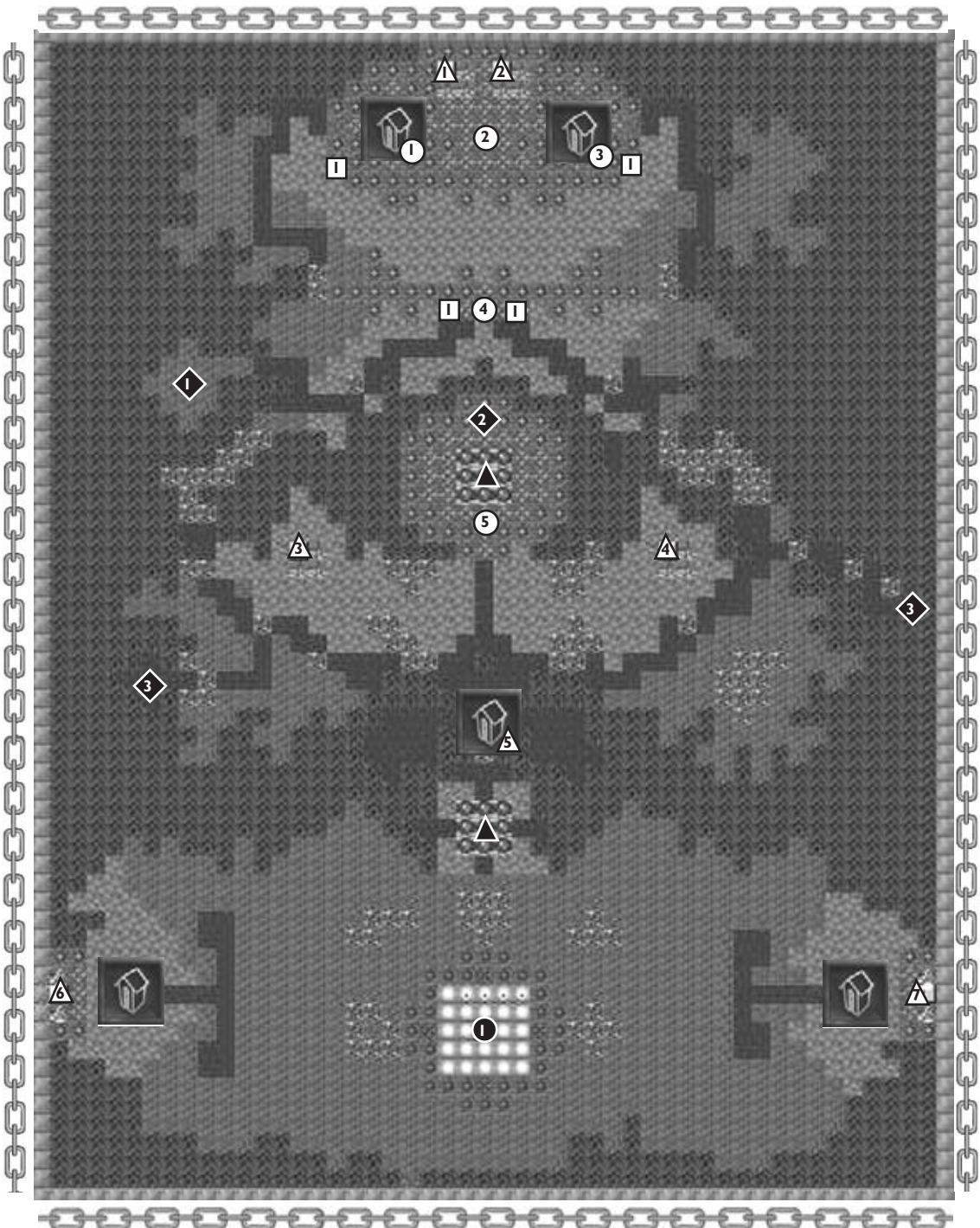
Although patience is a virtue, it's still worth exercising here. You're not yet strong enough to challenge Lord Avaricious. So your best move is to mine out the pillars to either side and the gold just north of your Portal, but leave the gold that separates your land from the Hero area to the north. That will give him a warm, fuzzy and false sense of security and keep him at home. Build up your minions and train them well. Keep an especially watchful eye on your Fireflies: if they get into trouble with the Hero Sentry Traps you should pull them out and drop them in the Lair to heal. Make sure to train them up before sending them out, otherwise you're just wasting resources.

A plan recommended by the Committee of Chaos is to build five or six Sentry Traps at the entrance to your dungeon, and place a Wooden Door or two to slow the Heroes down.

As your Dungeon Heart gets filled with gold, you should put in a Treasury near any main gold supplies. Time is money. Time and money are both strategic resources. Any dungeon designer who does not take this into account will be short of money, short of respect, and inevitably short of life span.

Once you've got a good strong force, your Sentry Traps are lined up, and your Thunderbolt spell has been upgraded, then it's time to go. Dig out the last few tiles of gold, then pull your creatures back and wait for Lord Avaricious to come within range. When he meets your Sentry Traps, drop your Goblins and Trolls just far enough away that they'll recover before he reaches them (you *do* know how long it takes them to get back up, don't you?), and drop your Warlocks at the limit of their range. Between your hand-to-hand fighters, the barrage of fire from your traps, your Warlocks' rapid fireballs and your own Thunderbolt spell, poor Avaricious doesn't stand a chance.

Don't forget your maniacal laugh at this point. It's required.



# REALM 4

## SNIPERS AT SHADYGROVE

After the initial construction, you're introduced to the Guard Room and the reporting system. This allows you to repel the invading Heroes, and time enough to claim the second Portal and mine the gold.

The Guard Rooms are positioned so that all the Heroes' attacks will have to pass by them. In case you're interested, the industrial term for that sort of future-gazing architecture is "No Brainer."

### Assets

- ❶ 4 Imps (all 1)      ❷ Receive Imps
- ❷ Reveal Map      ❸ Increase Level

### Liabilities

- ❶ Guard (1)
- ❷ Lord Ludwig (2)
- ❸ Thieves (1,1)
- ❹ Knight (3), Dwarves (1,1)
- ❺ Knight (3), Thieves (2,3)
- ❻ Dwarves (1,2)
- ❼ Guard (2), Thieves (1,2)
- ❽ Thief (2), Dwarves (1,2)
- ❾ Guard (2), Dwarf (1), Thief (2)
- ❿ Dwarf (2), Thief (2)
- ⓫ Dwarf (2), Guard (2)
- ⓬ Guards (2,2), Thief (1)
- ❷ Dwarf (1)
- ❸ Guard (1)
- ❹ Thief (1)
- ❺ Dark Elf (1)
- ❻ Imp (1)
- ❼ Imp (1)
- ❽ Imp (1)
- ❾ Imp (1)
- ⓫ Imp (1)
- ⓬ Imp (1)

### Action Items

*They know you're there, and they're wary. They skulk behind their walls, tails tucked between their legs, and talk about how ferociously they'd fight the forces of darkness. Well, left to their own devices, that's all they'll do ... skulk and talk. Think of this as a practice run, to put a razor sharp edge on your newly crafted fighting team and drag it across their throats.*

### New Assets

Possession

Guard Room

Dark Elf

# Business Model

Roll up your sleeves and do the job right. This kind of schedule doesn't occur very often: no milestones to hit, no deadlines to pester you. Things can progress with a slow and steady pace, bringing death inexorably closer and closer to your enemies.

Mine out all of the gold around your dungeon; build a nice big Training Room, Lair, Hatchery, Workshop, Library and Treasury. Make them as large as you like, provided you don't oversize anything to the point you can't build one of everything. Once this is done, claim the Portal to the north to entice a nice range of creatures to your dungeon. Encourage the Warlocks to research and your Trolls to build a few Sentry Traps. It's recommended to place a few by the Portal and at least two by your Dungeon Heart — this will ensure that any errant Heroes are assured of a warm welcome. It's not a party without fireworks, is it?

Once your dungeon is thusly secured, tunnel out to the west and to the east. There lie the Guard Rooms, and once you secure these areas it will be easy to attract Dark Elves into your dungeon. Just before you reach each Guard Room you will notice two convenient alcoves; these can best be used for a remote Lair and Hatchery, thus allowing any guarding creature to sleep and eat without straying too far from its duties.

Now sit back and listen to the sounds of progress. Hmm. You can actually hear evil incorporating into the very foundation of Shadygrove. Enough of that, it's time to head north. Beyond the Portal is a solitary block of gold. Send your minions to mine this and they'll reveal a third Guard Room. Claim this, of course, and train your Guarding creatures up. Mine the gold.

Beware the two Hero Gates in this area. These will spew forth opponents for you to face ... but unless you've been remiss in your preparations, they'll encounter a few carefully placed Sentry Traps as well as any loyal servants buffing up in the Guard Room. You *did* put Sentry Traps near the Hero Gates, didn't you? These miserable excuses for an away team should never even set foot into your dungeon proper.

When you acquire a Possession spell, try your hand at directly controlling a creature. Possession is a marvelous pastime for an evil overlord. Not only does it confirm your absolute control over the lower life forms, you also gain a considerable bonus in speed and damage when you attack your foes with Possessed fighters. Even handier, you will be able to collect them together with the Grouping skill.

Once your defenses meet your standards of excellence, concentrate on the Hero-owned door to the north. Direct your Imps to claim all the territory up to it, and then amass your creatures at that point, ready to attack.

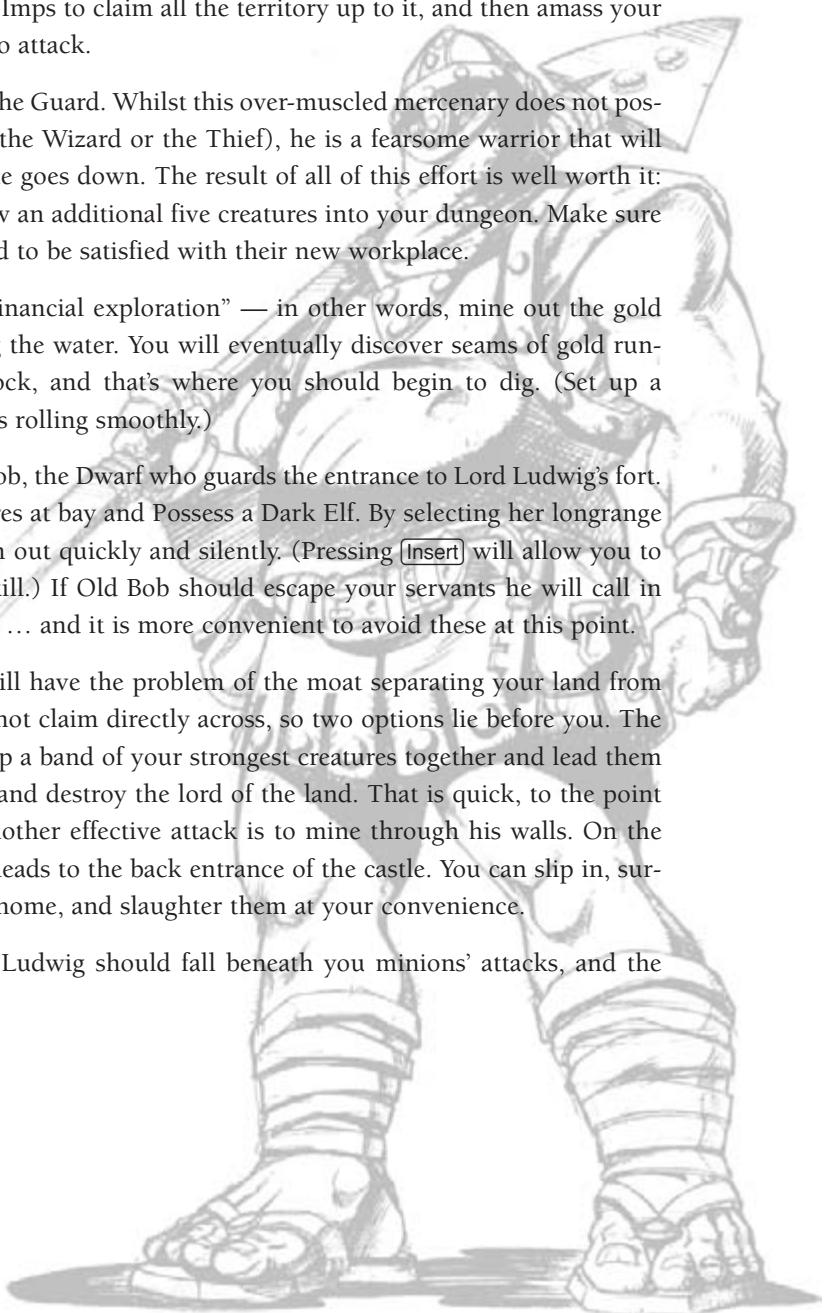
Beyond lies a new type of foe, the Guard. Whilst this over-muscled mercenary does not possess any special power (as do the Wizard or the Thief), he is a fearsome warrior that will require a few Goblins before he goes down. The result of all of this effort is well worth it: a second Portal. This will allow an additional five creatures into your dungeon. Make sure they have everything they need to be satisfied with their new workplace.

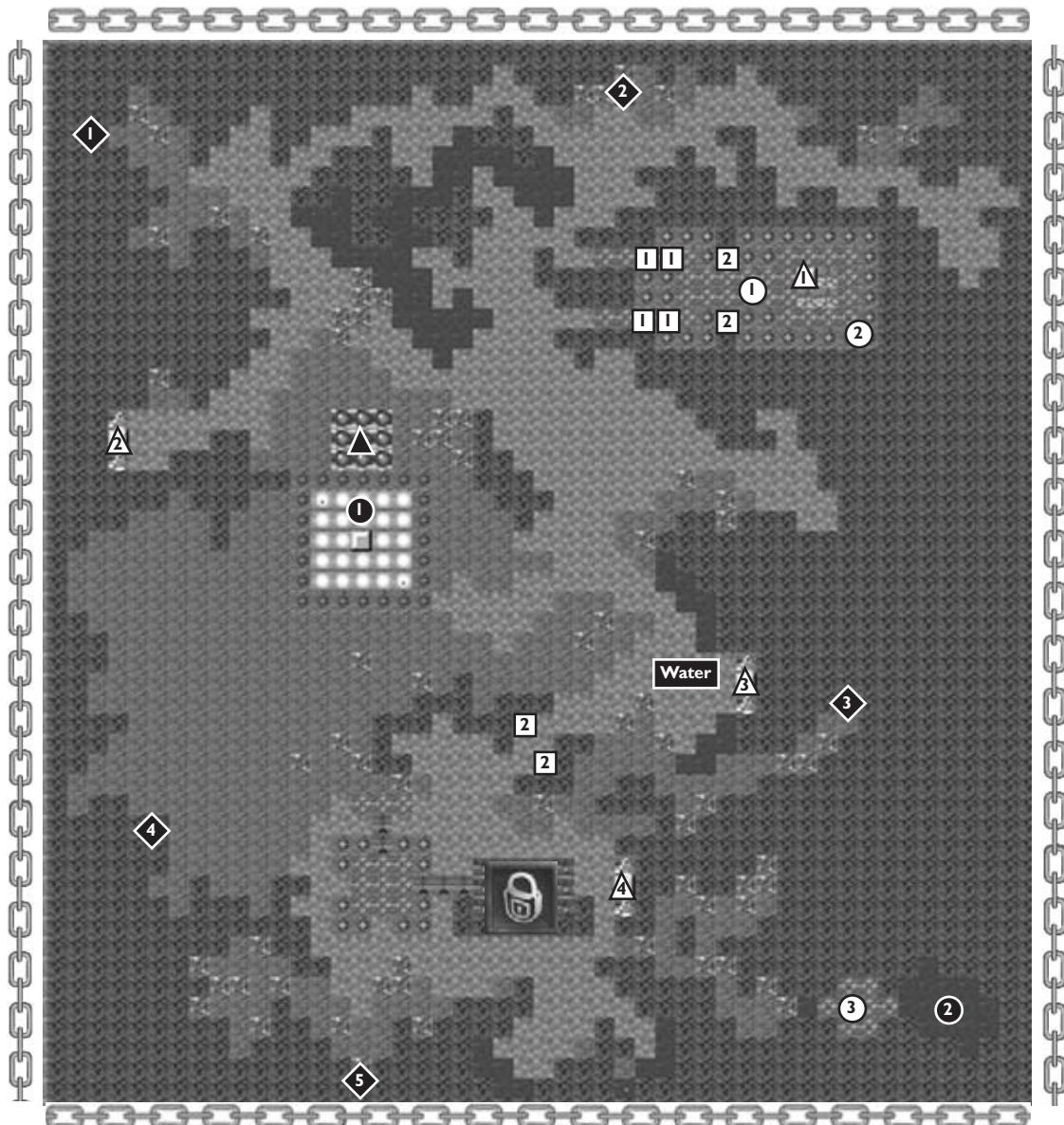
Now it's time to do a bit of "financial exploration" — in other words, mine out the gold and then skirt your way along the water. You will eventually discover seams of gold running through impenetrable rock, and that's where you should begin to dig. (Set up a Treasury nearby, to keep things rolling smoothly.)

Before long you will spy Old Bob, the Dwarf who guards the entrance to Lord Ludwig's fort. Keep your enthusiastic creatures at bay and Possess a Dark Elf. By selecting her longrange weapon (②) you can take him out quickly and silently. (Pressing **Insert** will allow you to zoom in and ensure an easy kill.) If Old Bob should escape your servants he will call in some powerful reinforcements ... and it is more convenient to avoid these at this point.

Once the guard is dead you will have the problem of the moat separating your land from the Hero keep. Your Imps cannot claim directly across, so two options lie before you. The most direct method is to Group a band of your strongest creatures together and lead them across the moat, there to face and destroy the lord of the land. That is quick, to the point and eminently satisfactory. Another effective attack is to mine through his walls. On the other side there is a path that leads to the back entrance of the castle. You can slip in, surprise the Heroes in their own home, and slaughter them at your convenience.

However you get there, Lord Ludwig should fall beneath your minions' attacks, and the Portal Gem will be yours.





# REALM 5

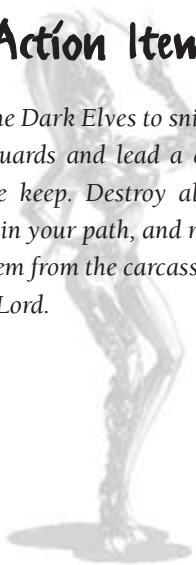
## FEAR AT ELM SHADOW

Your skills are growing, and poisonous blight is beginning to spread across the green hills of Harmonia. Now it is time to turn your attention to Elm Shadow. Beware, your tasks before have been mere practice, like kicking crutches or taking candy from happy, sticky children.

The Gem you seek is on the Lord of the Land, Constantine, who assumes he is safely behind the walls of the fort.

### Action Item

Use the Dark Elves to snipe out the Guards and lead a charge on the keep. Destroy all who stand in your path, and remove the Gem from the carcass of the Hero Lord.



#### Assets

- |   |                 |   |                    |
|---|-----------------|---|--------------------|
| ① | Imps (1,1)      | ② | Locate Hidden Land |
| ② | Skeletons (1,2) | ③ | Receive Imps       |
| ◆ | Mana Boost      | ④ | Heal All           |

#### Liabilities

- |   |                           |   |                       |
|---|---------------------------|---|-----------------------|
| ① | Knights (1,1)             | ① | Fear Trap             |
| ② | Lord Constantine (4)      | ② | Sentry Trap           |
| ③ | Dwarves (3,3)             |   |                       |
| △ | Knight (1), Wizards (2,3) | △ | Thief (2), Wizard (2) |
| △ | Knight (2), Wizs (3,3,2)  | △ | Wizard (1)            |
| △ | Knight (1), Wizards (2,3) | △ | Wizards (2,2,1)       |
| △ | Dwarf (1), Thief (1)      | △ | Wizard (1), Dwarf (1) |
| △ | Dwarf (1), Thieves (1,2)  | △ | Dwarf (1), Wizard (2) |
| △ | Thieves (1,2)             | △ | Thief (2)             |

#### New Assets

Bridge

Skeleton

# Business Model

Keeper. Your first order of business is to recruit creatures into your domain. That means that you'll have to instruct your Imps to carve out a tunnel to the nearest Portal. Bear in mind, however, that the good people of Elm Shadow are not the types to hide from your presence, as did the cringing crusaders of Lord Ludwig. No, they will strike out at you at their earliest opportunity. Prepare for this by digging a 3x3 space beside the Portal and establishing a Guard Room. As the early Heroes make their first forays, your Guards will dispatch them, earning easy experience in the process.

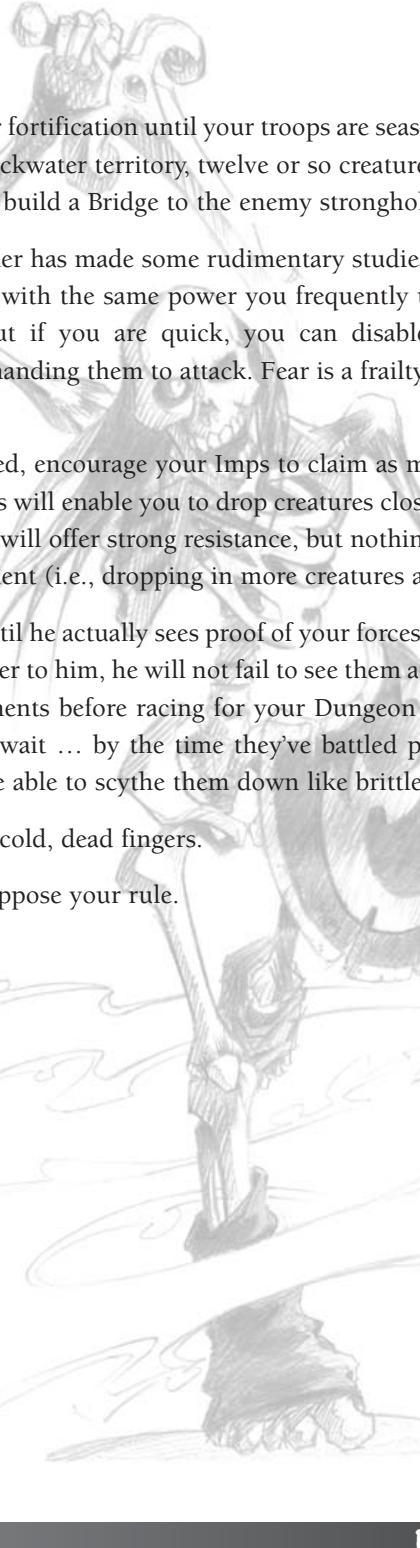
Now you have some time to devote to building a suitable fortress of your own. Build a Lair, Hatchery and Workshop, perhaps to the south of your Dungeon Heart. As you excavate and mine gold, you'll discover that there is land north of your Guard Post that is inaccessible to your Imps. Build a Bridge to that place, and command that several Sentry Traps be established there. Arrange them closely together, and have them remain close enough to your Guard Room that they will receive immediate back-up support. You can expect raiding parties of Dwarves and Thieves to begin fairly early.

Lay down plans for the rest of your rooms. There should be at least one of each, none of them smaller than 3x3.

Send an exploration party to the south of your territory. Beware of any open areas. Should you find (and you *should* find) territory that belongs to Lord Constantine, immediately claim enough to place a few Sentry Traps, and *then* have your Imps claim the rest of the area.

There have been reports that this land has Wizards that will confront you. Expect these to have powers unlike any other creature you have faced before.

Find and claim the neutral Prison near the Hero area. Be prepared for resistance ... in fact, hope for it, as any enemies killed on your land (or Bridge) will be dragged to your Prison. Therein, their corpses will be imbued with your malign influence, and once the unwilling flesh has rotted away, their Skeletons will rise as your loyal troops and go off to seek battle.



Your task will be to defend your fortification until your troops are seasoned enough to manage a frontal attack. For this backwater territory, twelve or so creatures at Level 2 or 3 will probably suffice. At that point, build a Bridge to the enemy stronghold.

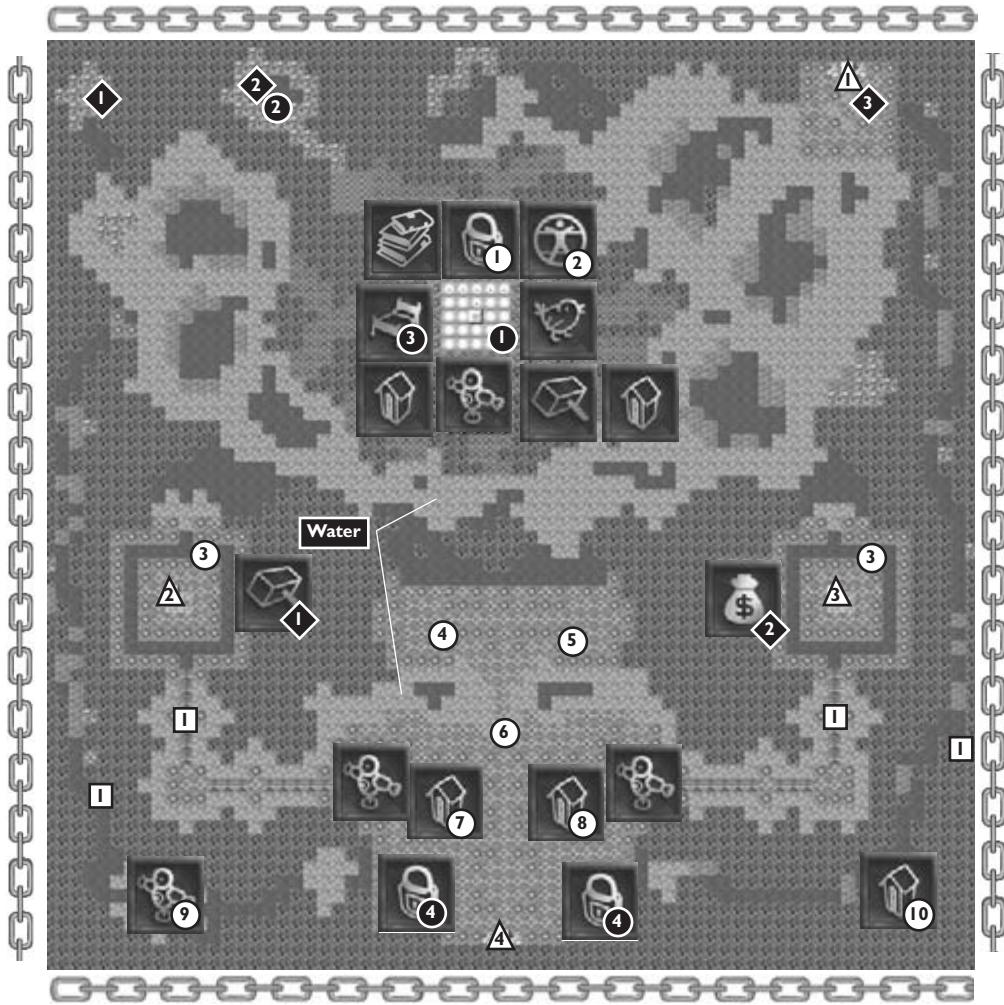
Because the simpering do-gooder has made some rudimentary studies of your arts, he will seek to paralyze your minions with the same power you frequently use: fear. Your troops will encounter Fear Traps, but if you are quick, you can disable them by dropping Skeletons near them and commanding them to attack. Fear is a frailty of the flesh, and dry bones are immune.

When those traps are dispatched, encourage your Imps to claim as much territory as they can, as quickly as they can. This will enable you to drop creatures close by any Knights you encounter. These canned pests will offer strong resistance, but nothing you cannot control with careful resource management (i.e., dropping in more creatures as necessary).

Constantine will remain put until he actually sees proof of your forces in his realm. As your Imps claim land closer and closer to him, he will not fail to see them and react to the threat. He will first call for reinforcements before racing for your Dungeon Heart. Regroup your troops in your main area and wait ... by the time they've battled past the Sentry Traps, they'll be so weak that you'll be able to scythe them down like brittle hay.

You may pry the gem from his cold, dead fingers.

Such is the fate of those who oppose your rule.



## Assets

- |   |                |   |   |
|---|----------------|---|---|
| 1 | Increase Level | 2 | Warlock (2), Trolls (2,4)   |
| 2 | Make Happy     | 3 | 3 Warlocks (all 2),<br>Trolls (2,3), Goblins (1,2,3),<br>Mistresses (2,2,3,3) |
| 3 | Heal All       |   |   |
| 4 | 6 Imps (all 3) | 4 | Mistress (3)  |

# REALM 6A BESIEGED AT SWEETWATER

You arrive in Sweetwater by this route when you select the Northwest Arrow (the one labeled “Besieged,” surprisingly enough).

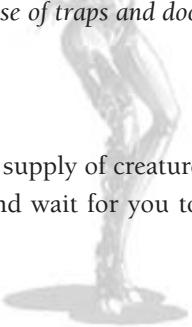
This realm is a tricky one: there is no Portal in the realm and therefore no steady supply of creatures with which to build up your dungeon. Beware, Lord Ironhelm will not sit idly by and wait for you to come knocking on his door — he shall send his minions out against you.

## Action Items

Capture and convert Lord Ironhelm's minions, and then use them against him. Protect yourself through the appropriate use of traps and doors.

### Liabilities

- |   |  |   |  |
|---|--|---|--|
| ① | Fear Trap  | ⑥ | Guards (2,2,3), Wizard (2)                                       |
| ① | Guard (1), Thief (1)   | ⑦ | Wizard (2), Thief (2)  |
| ② | Guard (1)  | ⑧ | Guard (2), Wizard (1)  |
| ③ | Guards (2,2,1), Wizard (1)                                       | ⑨ | Guards (2,3)   |
| ④ | Wizards (2,3), Guard (2)   | ⑩ | Guard (2), Wizard (3)  |
| ⑤ | Lord Ironhelm (4),<br>Guard (2)                                  |   |  |
| △ | Dwarf (1,2), Guard (1)   | △ | Dwarf (3), Guard (3),<br>Thief (2), Wizard (4)                   |
| △ | Dwarf (2), Wizards (2,3),<br>Thief (2), Knight (3),<br>Guard (2) | △ | Dwarf (3), Wizards (2,3),<br>Guard (3), Thief (2),<br>Knight (2) |
| △ | Knight (4), Dwarf (4),<br>Wizard (4)                             | △ | Dwarf (3), Guards (3,3),<br>Knight (3), Wizard (4)               |
| △ | Dwarf (2), Wizard (2)  | △ | Wizards (2,3), Guard (2)   |
| △ | Guard (3)  | △ | Guards (3,3), Wizs (3,3)   |
| △ | Dwarf (3), Guard (3)   | △ | Knight (2)   |
| △ | Knights (3,3)  | △ | Thieves (1,2,3)  |



### New Assets

Torture Chamber

Mistress

Heal Creature spell

# Business Model

The first order of business is to bridge out in every direction. Your dungeon is surrounded by small islands, which must be claimed immediately. This will both provide you with precious mana, and provide you with a buffer area. The immediate goal is to give you a fighting area, so you can drop your creatures into battle against the Heroes *outside* of your dungeon, minimizing the damage they do to it.

Command your Imps to mine the gold to the southeast of the dungeon; this will keep your finances in good order while you attend to business.

Once done you can attend to the matters at hand — torturing and converting the Heroes. You will have noticed that in your Prison are a number of already-captured Heroes. How convenient. Simply pick these up and drop them onto the torture devices in the Torture Chamber. The sturdy Heroes will take a fair bit of damage from their harsh treatment (which is of course the point), and although you can expect some to die from your ministrations, you'll usually be able to squeeze information about their territory from them. Even better, however, is what can be done after your researchers have perfected the Heal spell. By allowing your torturers to prolong their agony indefinitely, the Heroes' spirit will break and they'll join your side. Capture and convert as many Heroes as come within your grasp, until you have a sufficient force to storm Lord Ironhelm's keep.

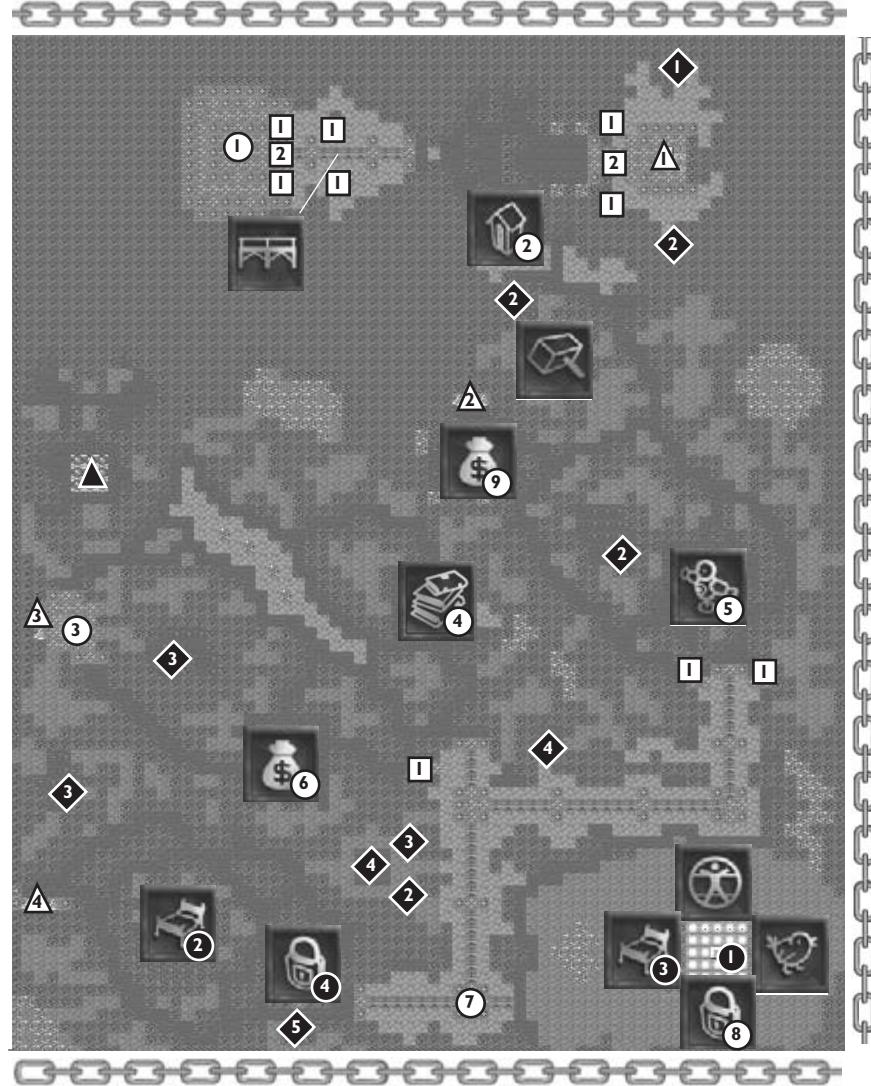
Meanwhile, a little reinforcement is called for. Seal off the entrances to your dungeon with Barricades. These are relatively cheap and will slow the Heroes down considerably. Keep in mind, however, that while barricades are effective in stopping creatures engaged in hand-to-hand combat, creatures with ranged attacks are able to fire over the top. A wise dungeon keeper places Sentry Traps behind the Barricades — this make a lethal combination. Don't forget that Sentry Traps cost mana, though, so you'll have to keep an eye on your resources to make sure everything stays balanced.

You may or may not have discovered from your interrogations of the enemy fighters that there are three methods into the keep. First is the front entrance, which leads up centrally to the heavily defended Dungeon Heart. This path is not recommended unless you wish to get your hands dirty with constant warfare — you'll be fighting every step of the way. The second and third routes are to either side of the main entrance: two forts that are linked to the castle by Bridges. Within these forts are Hero Gates from which pour out Lord Ironhelm's forces, and additional rooms. The prudent method of conquest is to claim all of the land around these Hero Gates and close them down. This ensures that your dungeon won't be hassled by inconvenient flank attacks. In addition, the rooms of the Hero Gates contain valuable items — an Increase Level special and some Sentry Trap crates are located in the Workshop, and the Treasury holds much gold and a Make Happy special. Claiming these rooms and closing down the Hero Gates ensures that you are only attacked from the southwest ... and these few Heroes can easily be dealt with and converted to the cause of darkness.

Once you have built a solid army of converted Heroes, combine them with the most useful of your original creatures and attack the keep of Lord Ironhelm. You can either take the direct route over the Hero-Gate Bridges, or enter through the secret passages that lead directly into the heart of the castle. These secret passages are to the east and the west of your dungeon: the eastern passage is marked by a small section of Hero-owned wall near a gold seam, while the western passage leads from the southwestern Hero Gate. Remember that while these passages are the easiest way to reach the castle, it isn't a stroll through the cemetery. Fear Traps and Guards will hamper your progress, but these you can easily destroy. Both passages emerge in a Prison containing an additional Mistress — from here it is only a few swift strikes to Lord Ironhelm.

Don't expect him to just surrender or run away. Although he doesn't have the iron strength of evil to give him backbone, Lord Ironhelm is not entirely without sense, and has been recruiting Heroes to serve as his personal bodyguard. The longer you leave your final assault on his castle, the more Heroes he will have amassed to protect him.

Lastly, remember that the first part of the Horny Talisman is yours to use in this realm and in this realm alone. If you find yourself in difficulty or if you just feel cranky, summon him and he shall massacre any foes which stand in front of you.



# REALM 6B ROUT AT SWEETWATER

You arrive in Sweetwater by this route when you select the Southeast Arrow (the one labeled "Rout." Who coulda guessed?).

A direct frontal attack may lose this realm ... this time you can indulge yourself and be devious. Through your spies you have learned that Lord Ironhelm will flee through his Hero Gate, which is located amongst a maze of tunnels and passageways. You must discover the location of this Hero Gate and ensure that Lord Ironhelm does not escape with the Portal Gem.

## Assets

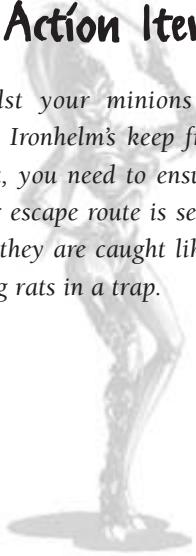
- |   |                |   |   |
|---|----------------|---|---|
| ❶ | Mana Boost     | ❶ | 4 Imps (all 1)  |
| ❷ | Increase Gold  | ❷ | Trolls (1,1,2,2)                                      |
| ❸ | Make Happy     | ❸ | Goblins (2,3,3),<br>Warlocks (3,2),<br>Trolls (2,2,3) |
| ❹ | Increase Level | ❹ | Skeleton (3)  |
| ❺ | Heal All       |   |   |

## Liabilities

- |   |  |   |                 |
|---|--|---|-----------------|
| ❶ | Lord Ironhelm (4),<br>Knights (3,3), Wizard (3),<br>Guards (2,2) | ❽ | Knight (4)      |
| ❷ | Dwarf (2,3), Knight (3),<br>Wizards (3,3)                        | ❾ | Thieves (3,4,4) |
| ❸ | Guards (3,3)   | ❿ | Guards (1,1)    |
| ❹ | Wizard (5)   | ❻ | Wizard (2)      |
| ❺ | Guards (3,5), Knight (4), Wizard (4)                             | ❻ | Dwarves (4,5)   |
| ❻ | Guards (1,2), Thieves (2,4), Wizard (3)                          |   |                 |
| ❻ | Guards (1,1), Thief (2), Wizard (2)                              |   |                 |

## Action Item

Whilst your minions attack Lord Ironhelm's keep from the front, you need to ensure that their escape route is sealed off and they are caught like scurrying rats in a trap.



## New Assets

Torture Chamber

Mistress

Heal Creature Spell

# Business Model

Your loyal minions have captured an enemy Wizard. Put him to good use and torture the whereabouts of Lord Ironhelm out of him. Time is essential, and knowledge is power. Once he has revealed the Lord of the Land's location, place the Wizard back into the Prison — he will die and serve you well as a Skeleton.

This realm is essentially a warren of maze-like tunnels and caverns. You will need to know what is going on nearly everywhere, nearly all the time. Use the mini- and full-scale views to keep track of your domain ... and your soon-to-be domain. Omniscience is one of the most important skills to develop for your reign as Dark Lord.

Begin your Grand Construction. Your first priority should be a Library for your Warlocks to research the Heal Creature Spell.

Unfortunately, you'll discover that the only Portal is a long way off, and you cannot afford to lose too many creatures before it is claimed. Therefore a Workshop is vitally important, as it will allow the manufacture of traps and a new type of door, the Barricade. This shall prove very useful in Sweetwater as it is comparatively cheap and acts as an effective impediment to Lord Ironhelm's flight. Know that it is not a wall — although it impedes flight and stymies hand-to-hand combat, ranged and projectile weapons can cross a Barricade unhindered. Wherever you build a Barricade, you should consider placing a Sentry Trap behind it, if you can afford the mana. These two tools, used in combination, are a lethally effective force.

Once your dungeon is constructed to your satisfaction, and you have one of every room you think you'll need, take your troops out for your first sortie. You will discover a Hero Bridge leading to three doors, with a small group of Heroes patrolling the Bridge. Capture and torture these Heroes, and they shall reveal numerous bonuses scattered throughout the realm, including a group of neutral Trolls, gold seams and piles of manufacture crates, left here by Lord Ironhelm should he have need of them. Well, he's going to need them, and that's too bad, since you're going to have them. Sinister laughter echoing down the corridors is quite rewarding at that point.

Back to business. Seek out and secure these areas and use the items found therein to stockpile for an ambush.

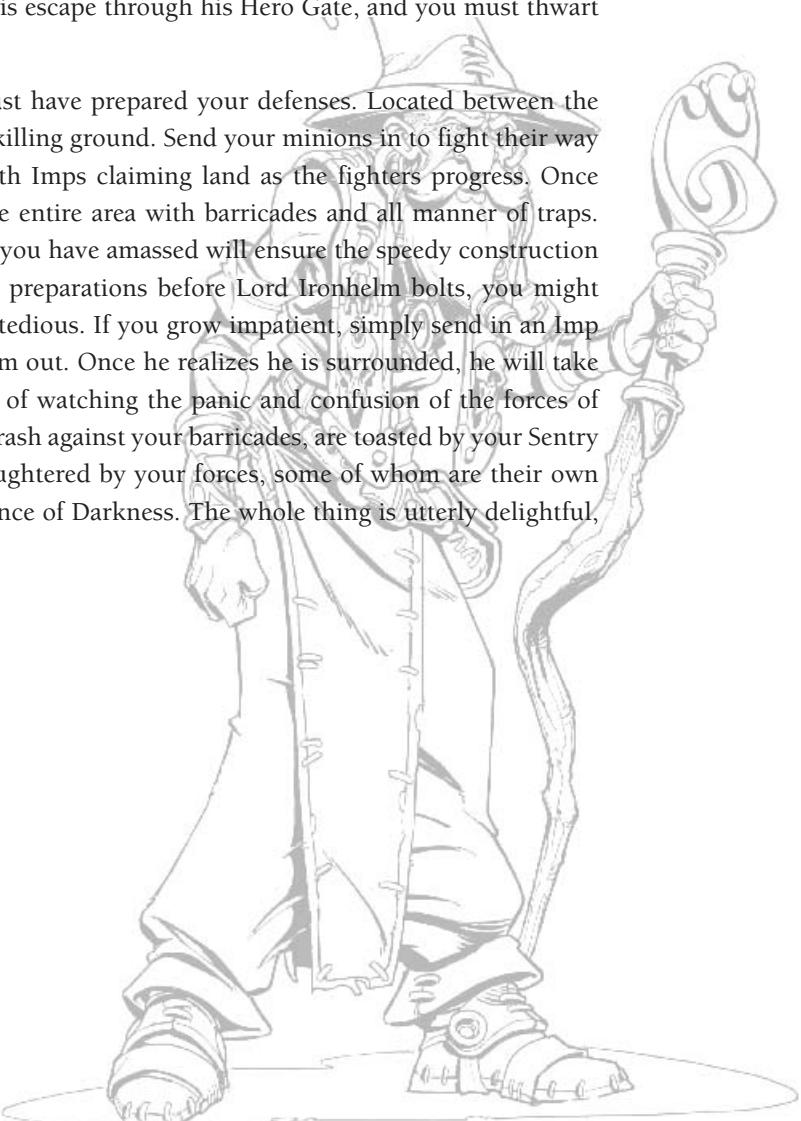
Once your Warlocks have researched the Heal Creature spell, your captured Heroes can take on another use. Even standard methods of torture inflict savage amounts of damage to Heroes, and being fragile creatures they quickly perish. However, if you Heal them whilst they wither in Prison or are tortured, their suffering is prolonged and despair will set in.

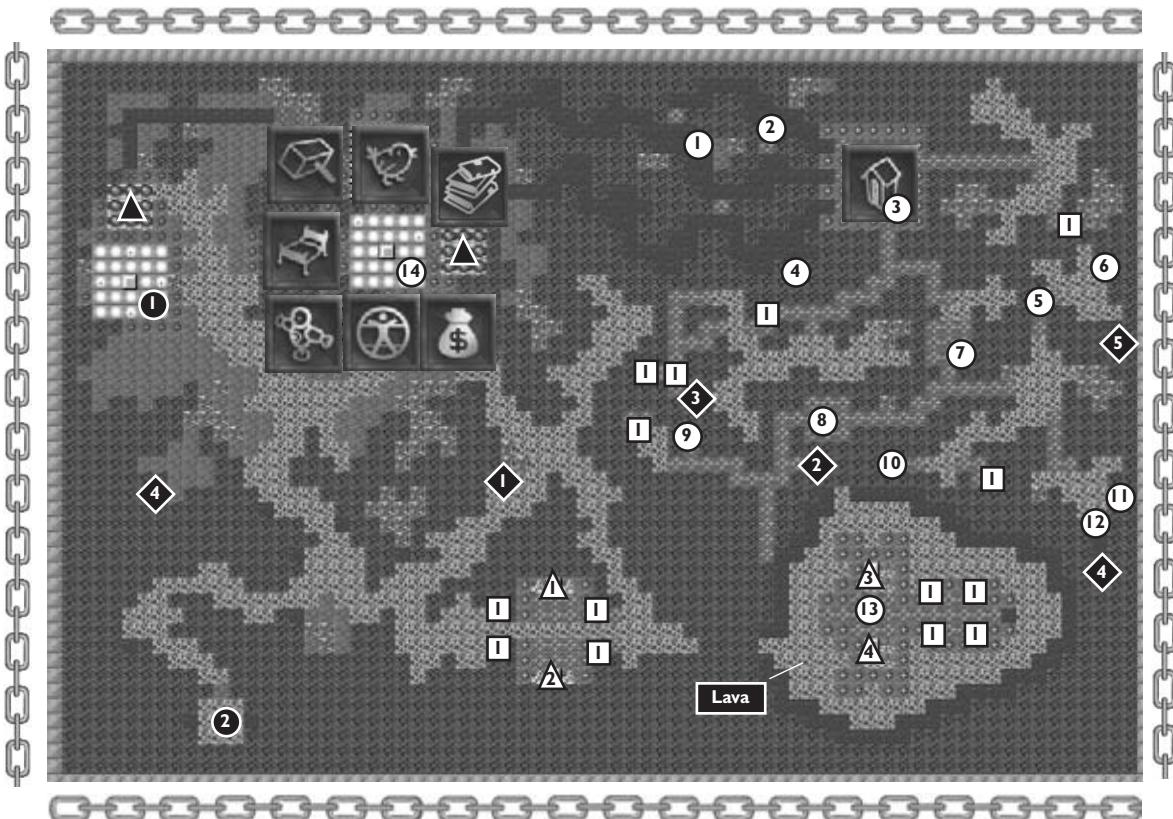
Their spirits will break, and they will convert to your side. There are few threats like unrelenting, never-ending suffering to make someone see reason. Higher-level corporate meetings are based on this axiom, as well.

You do not need these extra fighters indefinitely, but they definitely make a welcome addition to your forces until you can locate the outside Portal.

Not long after you have captured a few Heroes, you will notice that time becomes a critical element. A countdown appears, and the numbers begin to tick away. This indicates that Lord Ironhelm has begun preparations for his escape through his Hero Gate, and you must thwart his plans.

Before the timer reaches zero, you must have prepared your defenses. Located between the Castle and the Hero Gate lies an ideal killing ground. Send your minions in to fight their way to the front of the enemy fortress, with Imps claiming land as the fighters progress. Once you've reached the killing field, fill the entire area with barricades and all manner of traps. You'll find that the manufacture crates you have amassed will ensure the speedy construction of this ambush. If you complete your preparations before Lord Ironhelm bolts, you might have to wait for the Lord to flee. How tedious. If you grow impatient, simply send in an Imp or a few creatures to lure Lord Ironhelm out. Once he realizes he is surrounded, he will take flight. After that, it is merely a matter of watching the panic and confusion of the forces of good as they flail about in your traps, crash against your barricades, are toasted by your Sentry Traps and finally the survivors are slaughtered by your forces, some of whom are their own ex-comrades converted to the furtherance of Darkness. The whole thing is utterly delightful, don't you think?





# REALM 7

## Action Item

Enter the Giants' caves and take the Gem back.

# CAVERNS AT EMBERGLOW

The Gem is on the Lord of the Land, who leads the Giants.

### Assets

- |   |                    |   |               |
|---|--------------------|---|---------------|
| ❶ | 4 Imps             | ❸ | Mana Boost    |
| ❷ | Salamander (5)     | ❹ | Increase Gold |
| ❶ | Locate Hidden Land | ❺ | Make Safe     |
| ❷ | Increase Level     |   |               |

### Liabilities

- |   |                  |   |   |
|---|------------------|---|---|
| ❶ | Sentry Trap      | ❻ | Giants (2,4,4,5),<br>Knight (5)         |
| ❶ | Giant (4)        | ❾ | Wizard (2)                              |
| ❷ | Wizard (4)       | ❿ | Wizard (4)                              |
| ❸ | Guards (3,3,3,3) | ❻ | Giant (4)                               |
| ❷ | Giant (4)        | ❽ | Wizard (3)                              |
| ❸ | Wizard (2)       | ❾ | Lord Sigmund (5)                        |
| ❶ | Giant (5)        | ❿ | Giants (1,1,1)                          |
| ❷ | Wizard (7)       |   |   |
| ▲ | Giant (1)        | ❸ | Knight (4), Wizard (6),<br>Giants (5,7) |
| ▲ | Giant (2)        | ❸ | Giant (5)                               |
| ▲ | Giant (3)        | ❸ | Knight (5), Wizard (4),<br>Giants (5,7) |
| ▲ | Giant (1)        | ❸ | Giant (4)                               |
| ▲ | Giant (2)        |   |   |
| ▲ | Giant (1)        |   |   |



### New Assets

Salamander

Sight of Evil spell

Call to Arms spell

# Business Model

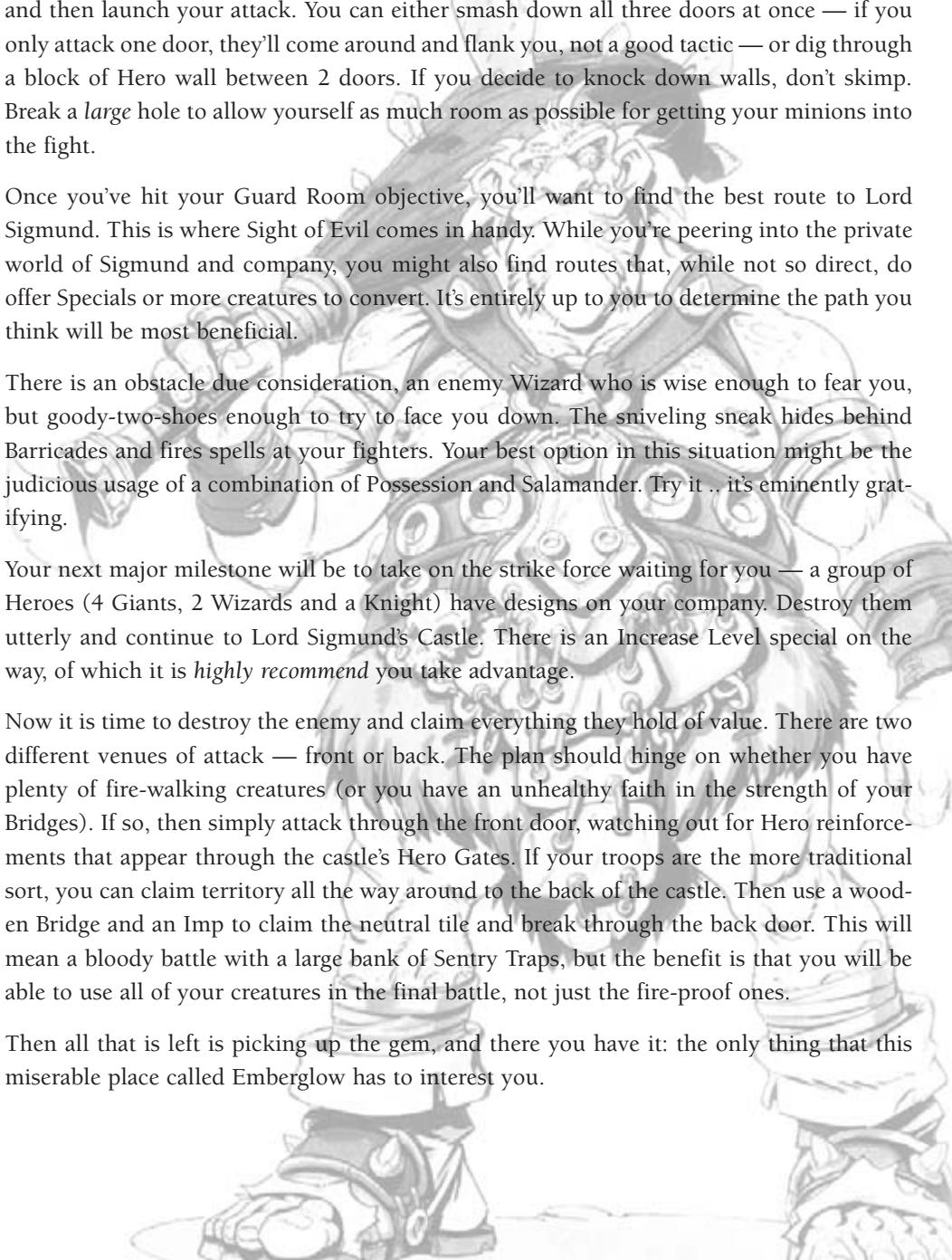
You start out with a respectable prospects for minions, which is good because you're going to need to be able to both defeat anyone who attacks you in the beginning, while simultaneously building a workable dungeon. Don't spend too much time in sinister contemplation — it's time to roll up the ol' robe sleeves and get those whips cracking.

Right off the bat, a lone Hero Giant will head to your dungeon to make trouble, but don't be too concerned ... reinforcements will arrive in time to clobber him. What you should be primarily concerned with is your growth statement: quickly dig out the area to the south and build a Prison and Torture Chamber. You'll need these as your forces begin to take a toll on the enemy ranks. Waste not, want not. In these troubled times it would be a shame to simply kill something as valuable as a Giant just because you didn't have the means to convincing him it is a good time for a career change.

Still, you're going to need more troops. Command that a small Lair and Hatchery be built. Without these, you'll find it impossible to recruit creatures — and you've got a serious head-count shortage to make up before you can take on the other Giants that guard the empty dungeon.

Now comes time for a management decision. You want to clear out the "excess" Giants. The most conservative course of action would be to place traps at all the entranceways to your dungeon, and wait for the Giants to come to you. As natural-born pounders, they'll eventually be drawn to your halls by the opportunity to make your loyal subjects go squish. One by one they'll come to you, and you won't have to go to the trouble of finding them.

On the other hand, you can close down the Giants' Hero Gates by bridging across to their barracks (you *did* know you could use the neutral "stepping stones", didn't you?), claim all the land around the Gates, and then close down the Gates themselves. It has the attraction of being more proactive and straightforward, but it's more dangerous to your workers. If you decide on this method, be sure to send some fighters along with your Imps, to protect them from any wandering Giants who might be offended by the invasion.



Your next project is to break through to the Guard Room. Once again, claim all of the neutral path leading up to it (killing/capturing any of those pesky Heroes who get in your way) and then launch your attack. You can either smash down all three doors at once — if you only attack one door, they'll come around and flank you, not a good tactic — or dig through a block of Hero wall between 2 doors. If you decide to knock down walls, don't skimp. Break a *large* hole to allow yourself as much room as possible for getting your minions into the fight.

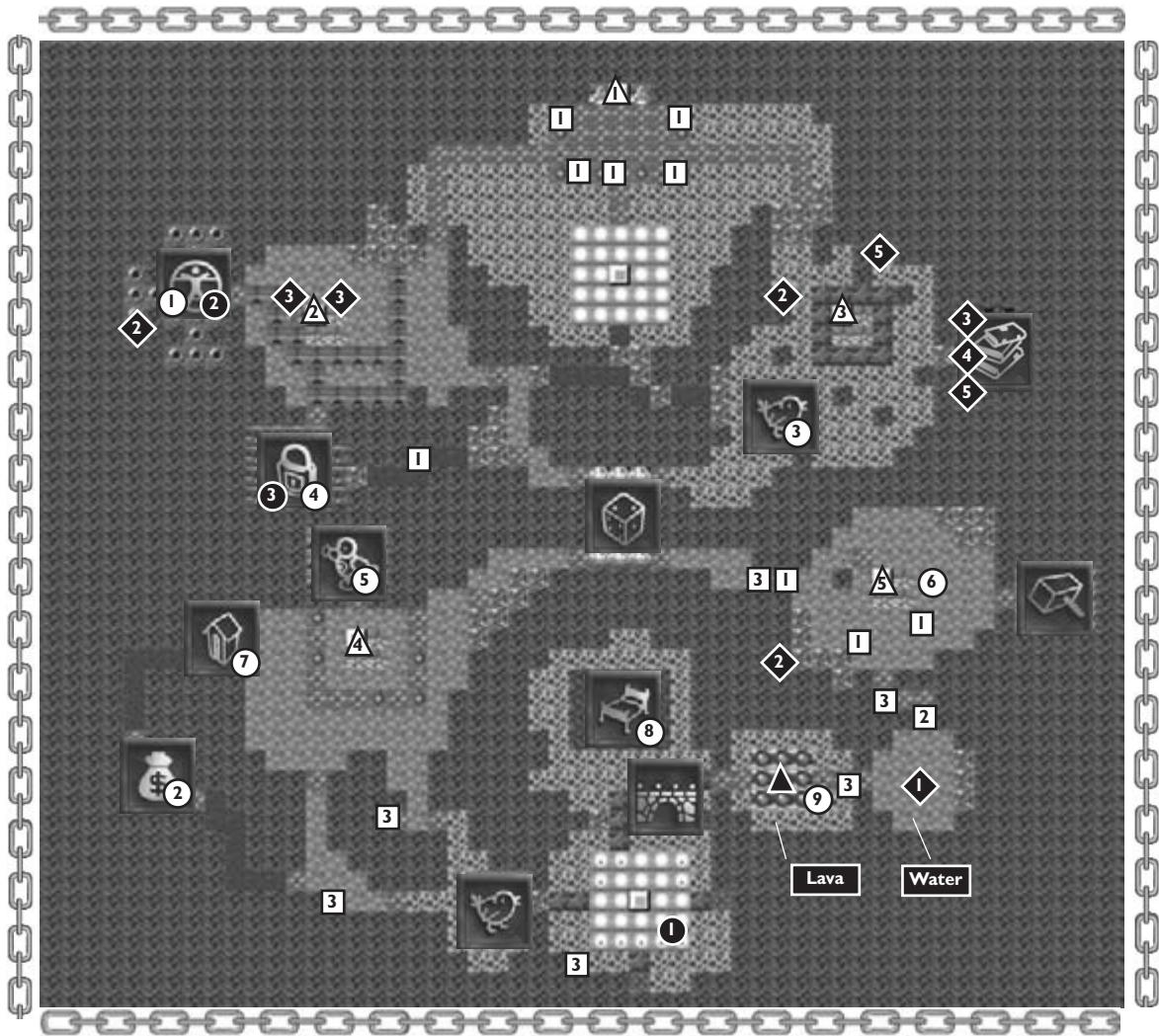
Once you've hit your Guard Room objective, you'll want to find the best route to Lord Sigmund. This is where Sight of Evil comes in handy. While you're peering into the private world of Sigmund and company, you might also find routes that, while not so direct, do offer Specials or more creatures to convert. It's entirely up to you to determine the path you think will be most beneficial.

There is an obstacle due consideration, an enemy Wizard who is wise enough to fear you, but goody-two-shoes enough to try to face you down. The sniveling sneak hides behind Barricades and fires spells at your fighters. Your best option in this situation might be the judicious usage of a combination of Possession and Salamander. Try it .. it's eminently gratifying.

Your next major milestone will be to take on the strike force waiting for you — a group of Heroes (4 Giants, 2 Wizards and a Knight) have designs on your company. Destroy them utterly and continue to Lord Sigmund's Castle. There is an Increase Level special on the way, of which it is *highly recommend* you take advantage.

Now it is time to destroy the enemy and claim everything they hold of value. There are two different venues of attack — front or back. The plan should hinge on whether you have plenty of fire-walking creatures (or you have an unhealthy faith in the strength of your Bridges). If so, then simply attack through the front door, watching out for Hero reinforcements that appear through the castle's Hero Gates. If your troops are the more traditional sort, you can claim territory all the way around to the back of the castle. Then use a wooden Bridge and an Imp to claim the neutral tile and break through the back door. This will mean a bloody battle with a large bank of Sentry Traps, but the benefit is that you will be able to use all of your creatures in the final battle, not just the fire-proof ones.

Then all that is left is picking up the gem, and there you have it: the only thing that this miserable place called Emberglow has to interest you.



This is a hellish realm to bring to heel. The bad news is there's no land to dig out and hardly any gold. The good new is that your defeated rival, Dante, has left all his rooms intact, though they have been scattered around the land by the spells of Lord Titus's five irritating Wizards. You'll generally do better to use the rooms as you claim them than to sell them and build others.

Lord Titus and his Wizards still guard the land. Each Wizard is protecting an area of the map, and Lord Titus is ready in his fortress to attack you should his Wizards fall.

# REALM 8

## SNAPDRAGON AFTERMATH

### Assets

- ① 4 Imps (all 1),  
Mistresses (1,2),  
Troll (1),  
Salamanders (1,1,2)
- ② Mistresses (1,2,3)
- ③ Dark Elves (3,4)

- ① Make Happy
- ② Mana Boost
- ③ Increase Gold
- ④ Heal All
- ⑤ Increase Level

### Liabilities

- ① Dwarves (4,4)
- ② Dwarf (2)
- ③ Guard (5)
- ④ Dwarves (4,4,4)
- ⑤ Guards (2,2)
- ⑥ Thieves (3,3,3),  
Dwarves (3,3)
- ⚠ Wizard (1), Dwarves (1,1),  
Guard (1,1)
- ⚠ Wizard (2), Dwarves (1,1),  
Guards (1,1)
- ⚠ Wizard (3), Dwarf (3),  
Guards (3,3)
- ⚠ Wizard (4), Dwarf (4),  
Guard (4)
- ⚠ Wizard (5), Guard (5),  
Giant (5)
- ⚠ Lord Titus (5),  
Dwarves (2,4,4),  
Guard (5), Giant (3)
- ⑦ Guard (2)
- ⑧ Dwarves (1,1), Guard (1)
- ⑨ Dwarves (1,1,1)
- ⑩ Gas Trap
- ⑪ Fear Trap
- ⑫ Alarm Trap
- ⚠ Dwarf (1), Guard (1)
- ⚠ Dwarf (2), Guard (2)
- ⚠ Thief (3), Dwarf (3)
- ⚠ Dwarves (3,3)
- ⚠ Dwarf (4)
- ⚠ Dwarf (4)
- ⚠ Giant (5)
- ⚠ Giant (5)

### Action Item

Eliminate the Wizards in order, weakest to strongest. Once the Level 1, 2 and 3 Wizards have been defeated, make sure you are strong before challenging the Level 4 and 5 Wizards, as they have powerful Heroes under their command and can call many reinforcements through their Hero Gates.

You'll have to use every scrap of gold and mana, and cherish every creature under your command. You will need them all as you expand your sphere of influence and claim each room.

### New Assets

- Casino
- Stone Bridge
- Rogue
- Gas Trap

# Business Model

You begin with a few creatures —, a Troll, two Mistresses and three Salamanders. Now, while being aware that under most situations, individual lives mean nothing to one of your stature, you are obliged to protect these creatures most carefully until you have claimed the Portal, for if they die your plans are doomed.

The first order of business is to dig out the tile of gold just north of your Dungeon Heart, and use the gold to build a Stone Bridge across the lava to the Lair. Your Mistresses must help your Salamanders kill the Heroes who guard the Lair. Now allow your creatures to heal in their new beds and you'll be ready to move on.

Phase Two is to dig through the gold to the west and take the Hatchery, again slaughtering the Heroes who guard it. You'll still be very short on mana, so place injured creatures back in the Lair to heal.

Don't get too complacent, though. Yes, you have a Hatchery and a Lair, and are nearly set to claim the Portal and begin recruiting creatures from the outside. Nearly.

Use a Stone Bridge to reach the Bridge in front of the door leading to the Portal. Smash down the door *but then pull your creatures back*: as soon as any of your minions sets foot upon the Portal, the Level 1 Wizard with a Gate into the room beyond will be alerted by an Alarm Trap. Your best plan is to send an Imp to claim the neutral territory leading up to the Portal. This will lure the Dwarves just inside the Portal onto your land. Kill them. Send any injured creatures back to the Lair to heal — whatever you do, don't grow impatient.

Now it's time to make our next sortie against the Portal. Let an Imp start trying to claim the Portal. The Level 1 Wizard will rush forward with his Guards and Dwarves, and once they're out in the open you can use your minions to ambush them. If any of your creatures falls over lava, build a Stone Bridge and drop an Imp to rescue them. This is not kindness, this is stark necessity. Inhuman resource is at a premium, especially until the Portal is officially under your control.

Once you have the Portal you can take a breather. Sack any Fireflies who arrive: you need fighters, not scouts, in this land. There's no use in wasting space.

Smash through the door to the east of the Portal so that you can mine the gold and take the Make Happy special. Don't touch the Fear Trap for now: if you destroy it and send creatures past it, that will alert the Level 3 Wizard who guards the land beyond. So leave it alone for the moment, and when you've got five or six Goblins, prepare to attack the Level 2 Wizard to the west.

Build a Stone Bridge to the door west of your Hatchery. Break the door down and take out the patrol beyond it. Then move west again and claim the Treasury, which is only guarded by one Level 2 Dwarf.

Now, although in general you can't afford to sell a room you've claimed and build another, this is an exception. It's a good investment to sell the Treasury and build a 3x3 Prison here. (If you can afford it, also build a 3x1 Torture Chamber in the passage that leads off to the north.) This will allow you to start making use of the Heroes you've defeated, generating at least a few Skeletons and with luck converting a couple of Guards for your own use as well. It'll take a bit of planning since mana is hard to come by in this land, but you should be able to cast Heal enough to convert a few selected Heroes, and this will make your quest easier.

Take the Guard Room which lies at the end of that corridor, and build a Wooden Bridge leading up to and along the Hero Portcullis and Barricades. Behind these is the Level 2 Wizard, who thinks he is invulnerable. Use all your creatures in one mass assault and you should dispatch him. Use Heal judiciously, and you should win without too many casualties. It's a very good idea to pull your creatures out before they knock down the door leading to the Training Room. It's vital that you heal your creatures in their Lairs before tackling the Guards in the Training Room.

There's gold beyond the Hero Gate. Building a Wooden Bridge to surround the Hero Gate will allow you to retrieve any gold that has fallen upon it.

As soon as your creatures have had a chance to heal up, take the Training Room. Although you may feel you're too short of gold to afford a Training Room, it's a nice addition if you can afford it — it attracts Salamanders, and these are a useful addition to your army of Goblins.

Once you've consolidated your forces after taking out the Level 2 Wizard, it's time to take out the Level 3 Wizard who is beyond the Fear Trap. Bridge to the Fear Trap and destroy it. This will alert the Wizard and he'll summon a party of Level 3 Thieves and Dwarves to try your defenses. Make swift work of them, and of the second party which follows shortly afterwards. Don't be afraid to commit all your forces to the fight: it's better to crush them utterly than to give them any chance to kill your precious creatures.

Again, get all your creatures into tip top fighting shape and then lead them into the attack against the Level 3 Wizard. Use Call to Arms to start a massed attack and keep a close eye on the fight, since this is your toughest challenge so far, and there are a couple of nasty traps in wait as well. Build Wooden Bridges around this Hero Gate as soon as possible, so that your Imps can retrieve your fallen creatures — you're bound to lose a few in this fight. See if you can capture the Wizard; he'll make a very handy convert to your army.

Now you can take time to recuperate and build up. Make sure that the little things get attended to: mining gold, torturing captives and taking the lightly guarded Workshop. Place a couple of Sentry Traps on the tiles overlooking your Dungeon Heart, and some Gas Traps in place of the doors you have destroyed. You'll find a Mana Boost special hidden behind some of the gold. That's a sweet present for them to have left for you, don't you think?

Meanwhile, take the Casino which lies between the 2<sup>nd</sup> and 3<sup>rd</sup> Wizards' areas. It might look tempting, but don't break through the northern doors of the Casino as yet — that would alert the Level 4 and 5 Wizards and they have tough followers. Set the Casino to generate gold for you, and you'll be able to fund your Training the old-fashioned way: by cheating your creatures out of their wages.

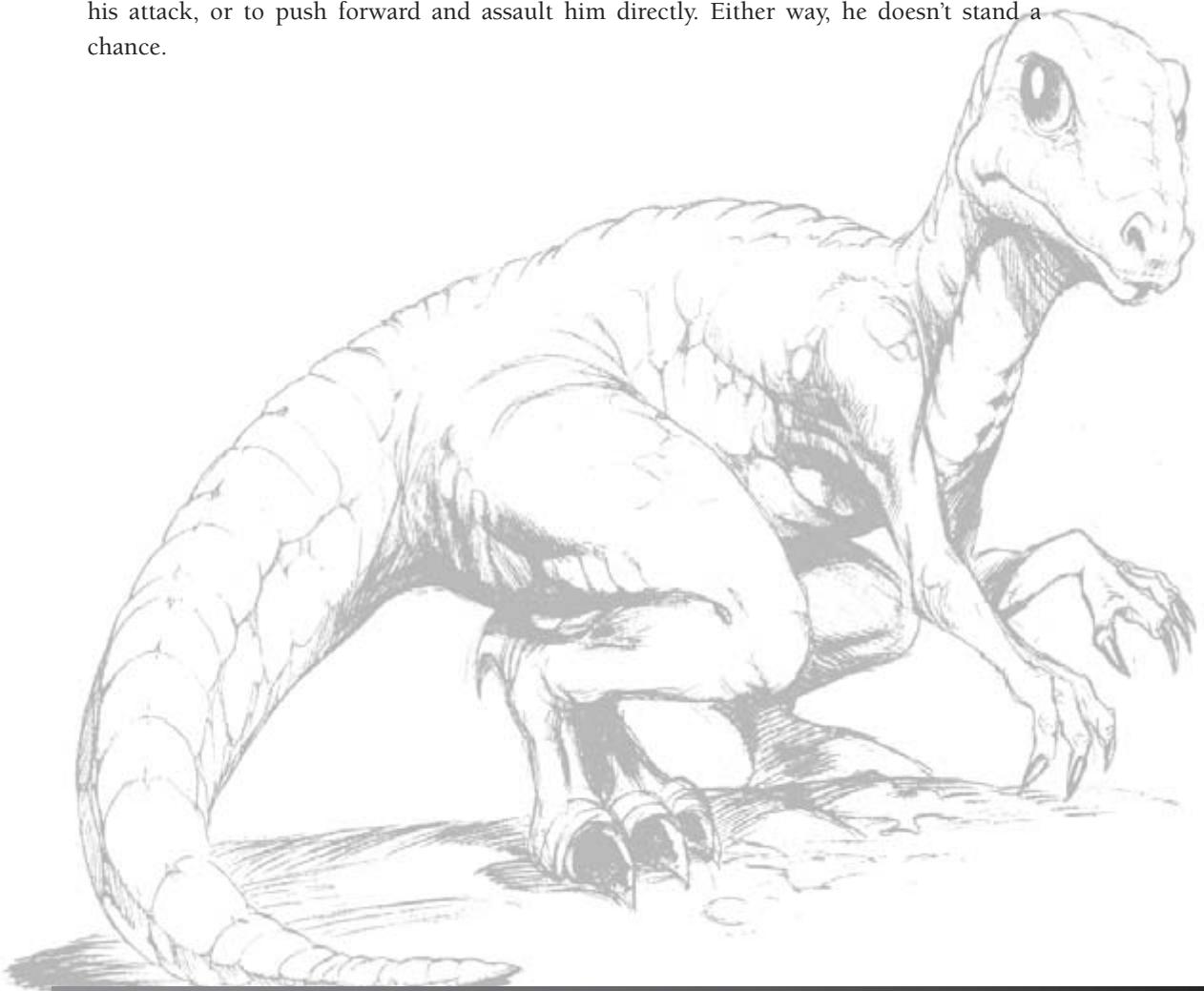
The Casino will attract Rogues to your dungeon. Possess one and you'll be able to move unseen, and stab enemies in the back. In addition, he's the one creature who can pick up gold from land that you don't own.

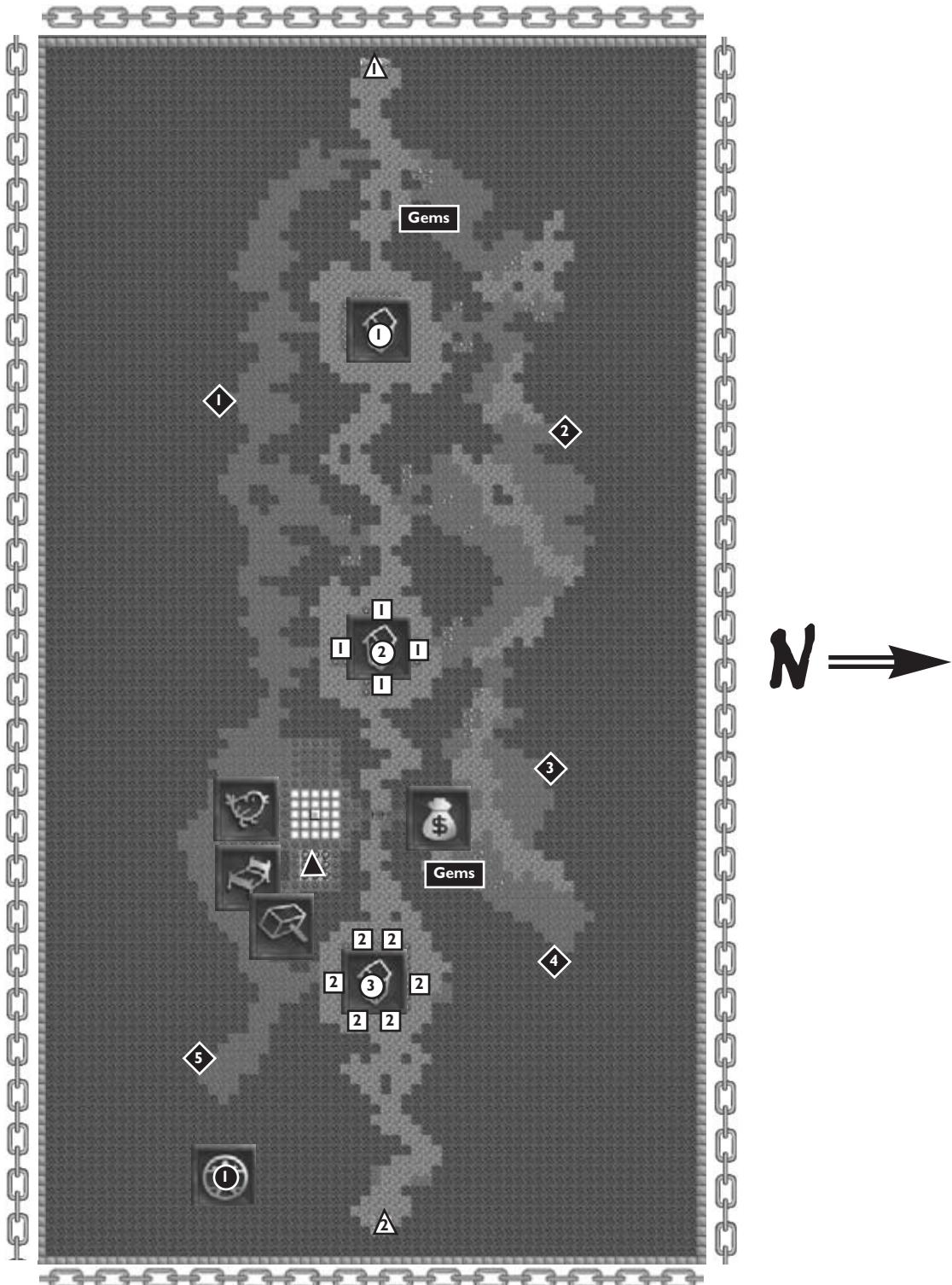
When you have a good strong force of full-health creatures, you're ready to enter the Level 4 Wizard's territory. Break down the door in the northwest corner of the Casino and head west so that you can take the Prison. This isn't easy: you'll have to defeat a hefty patrol of Level 4 Dwarves, but by now they shouldn't cause you much trouble. Besides, the rewards are considerable: a decent-sized Prison and a couple of neutral Dark Elves who will be delighted to join your side once they're freed. Then push north from the Prison and take out the Level 4 Wizard. This will yield you a couple of Increase Gold specials, some handy captives and a very tasty Torture Chamber. The Mistresses held captive within it will join your army and set to work converting your captives with their own special skills.

Attacking the Level 4 Wizard alerts the last Wizard, and he'll occasionally send Level 5 Giants to try to soften you up. It's a good idea, but since each one is sent out alone, you should be able to pull them down and convert them.

Consolidate your new toys and when you're ready (or when you start to feel a bit strapped for cash again), break down the door in the northeast corner of the Casino and Bridge to the second Hatchery. Take out the Level 5 Guard and claim it, then Bridge to the Level 5 Wizard's Hero Gate and take him out.

Take the Library and gloat over the Specials within it. Make haste and make ready: Lord Titus will attack you soon. It's up to you whether to prepare your creatures to withstand his attack, or to push forward and assault him directly. Either way, he doesn't stand a chance.





# REALM 9

## AMBUSH AT SILVERSTREAM

This realm is all about speed and pacing yourself. Through careful and rational creation of a good, solid dungeon, you will triumph over the forces of Good in Silverstream.

### Assets

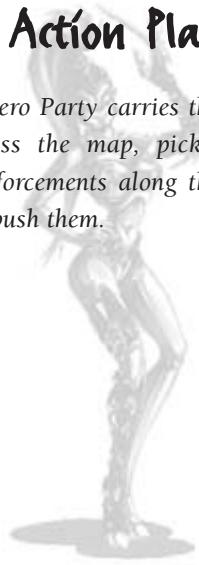
- ◆ 1 Receive Imps
- ◆ 2 Increase Level
- ◆ 3 Make Safe
- ◆ 4 Mana Boost
- ◆ 5 Heal All
- 1 Mistress (5)

### Liabilities

- 1 Guard Post
- 2 Sentry Trap
- 1 Guards (1,1,1,1,2,2,2,2)
- △ Lord Voss (5),  
Knights (4,4,4,4)
- 2 Guards (1,1,1,1)
- 3 Guards (2,2)

### Action Plan

A Hero Party carries the Gem across the map, picking up reinforcements along the way. Ambush them.



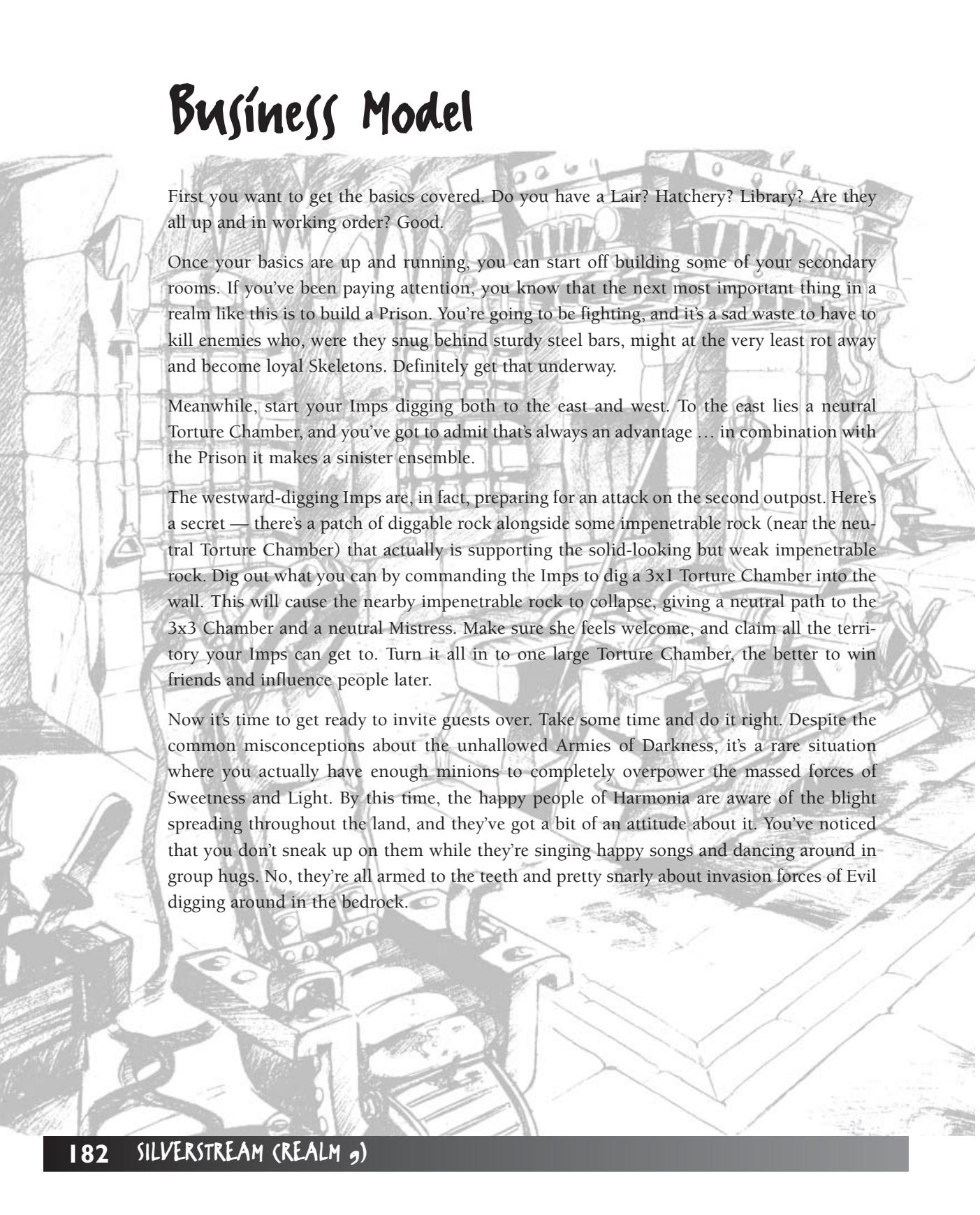
### New Assets

Bile Demon

Guard Post

Braced Door

# Business Model



First you want to get the basics covered. Do you have a Lair? Hatchery? Library? Are they all up and in working order? Good.

Once your basics are up and running, you can start off building some of your secondary rooms. If you've been paying attention, you know that the next most important thing in a realm like this is to build a Prison. You're going to be fighting, and it's a sad waste to have to kill enemies who, were they snug behind sturdy steel bars, might at the very least rot away and become loyal Skeletons. Definitely get that underway.

Meanwhile, start your Imps digging both to the east and west. To the east lies a neutral Torture Chamber, and you've got to admit that's always an advantage ... in combination with the Prison it makes a sinister ensemble.

The westward-digging Imps are, in fact, preparing for an attack on the second outpost. Here's a secret — there's a patch of diggable rock alongside some impenetrable rock (near the neutral Torture Chamber) that actually is supporting the solid-looking but weak impenetrable rock. Dig out what you can by commanding the Imps to dig a 3x1 Torture Chamber into the wall. This will cause the nearby impenetrable rock to collapse, giving a neutral path to the 3x3 Chamber and a neutral Mistress. Make sure she feels welcome, and claim all the territory your Imps can get to. Turn it all in to one large Torture Chamber, the better to win friends and influence people later.

Now it's time to get ready to invite guests over. Take some time and do it right. Despite the common misconceptions about the unhallowed Armies of Darkness, it's a rare situation where you actually have enough minions to completely overpower the massed forces of Sweetness and Light. By this time, the happy people of Harmonia are aware of the blight spreading throughout the land, and they've got a bit of an attitude about it. You've noticed that you don't sneak up on them while they're singing happy songs and dancing around in group hugs. No, they're all armed to the teeth and pretty snarly about invasion forces of Evil digging around in the bedrock.

So what you need to do is this: dig out all the rock except the last block leading to the middle outpost. As you dig, get your people busy placing traps all the way down the corridor. In case you haven't tried it, you can throw a vicious little one-two punch with a Gas Trap placed in front of a few Sentries. The plan is to lure the Guards onto your territory, where they'll have to face your defenses before taking on your fighters.

Once you have a favorable layout of traps, you can dig out that last block, Bridge to the closest wall of the Guard Room and dig through it. They'll answer your friendly knock, you can be sure. Don't try to face them there, but let the Guards chase your Imps into your traps. Then, of course, capture their bodies and convert them to your cause. Don't miss an opportunity to use their own against them. It's one of those little occupational perks that gives a Dungeon Keeper the warm fuzzies.

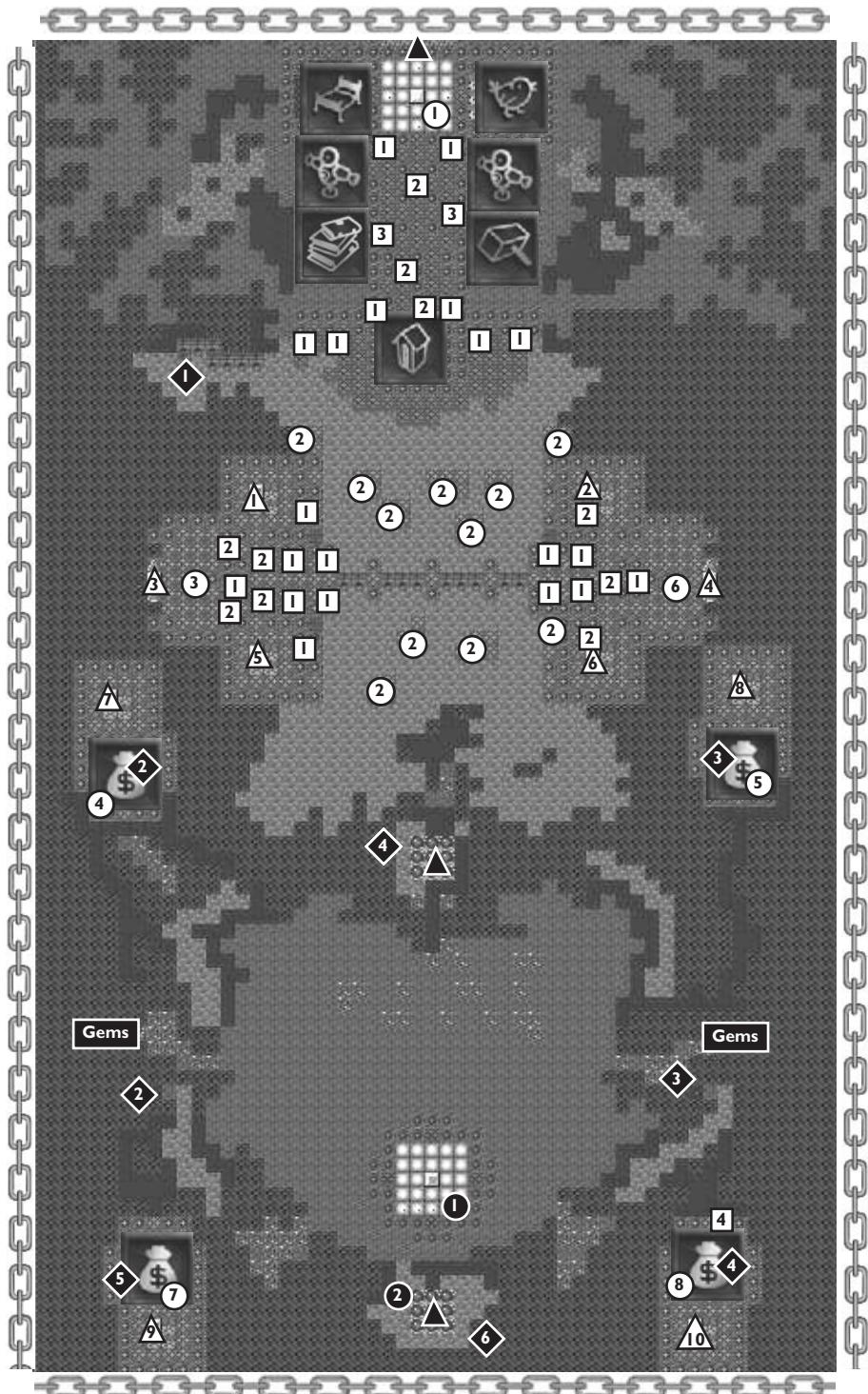
When you've taken care of business thus far, claim the rest of the second Guard Room and fortify it with Barricades, Sentry Traps, Gas Traps, etc. Move on to the third Guard Room, luring any opposition you meet back into your death-trap killing ground. Repeat this for the third Guard Room, but this time be wary of the extra traps that surround it. They're getting tricky, so you'll need to be careful.

In fact, you should place only a few traps on this Guard Room, as a precautionary measure, since you'll actually be trying to stop him at Guard Room 2.

You do understand that if a trap or barricade is destroyed in the course of a battle, you'll need to build it up again before heading out to stir up more warriors? You don't want to leave a hole in your defenses when a little extra time will repair the cracks.

As you breach Guard Room 3, Voss, the Lord of the Land will be notified, and like the good ruler he is, will arm himself and lead the attack personally. Let him come to you, all the way through to the Barricades at Guard Room 2. Whatever you do, *don't* build Bridges between the Outposts and then try to Thunderbolt him. He's a bit nervous, and if he sees that kind of firepower, he'll start running and won't stop. Which may not be a stupid reaction, but it is definitely inconvenient when it comes to going through his pockets looking for Portal Gems.

When the Lord reaches Guard Room 2, he'll try and smash his way through any barricades that are in his way. If you've prepared properly he'll be taking fire the entire time he's battering the Barricades, which has got to hurt. Once he gets a distance into the Guard Room, drop creatures behind him so as he has nowhere to run. Let your minions shred him, and then take the prize.



# REALM 10

## SMASHING WOODSONG

Woodsong essentially consists of two stages. The first is building up a dungeon quickly and efficiently, ensuring that it is well defended and your creatures are well trained. Secondly, you'll need to charge through enemy-held terrain where you will be out-gunned and outnumbered to attack an enemy Keeper before the Heroes can destroy you.

### Assets

- |   |                      |   |            |
|---|----------------------|---|------------|
| ❶ | 5 Imps (all 1)       | ❸ | Heal All   |
| ❷ | 4 Mistresses (all 3) | ❹ | Mana Boost |
| ❶ | Locate Hidden Land   | ❺ | Make Happy |
| ❷ | Increase Level       | ❻ | Make Safe  |

### Action Items

The enemy Keeper holds the Gem. Smash your way through to him and take it.

### New Assets

Spike Trap

Tremor spell

### Liabilities

- |   |  |   |  |   |   |
|---|--|---|--|---|---|
| ❶ | Sentry Trap                                | ❸ | Thieves (2,3),<br>Elven Archers<br>(4,5,5,6,6,6),<br>Guards (3,3,3,3,3,4),<br>Wizards (4,4,5),<br>Knights (3,4,5)<br>Dwarves (5,6,7) | ❶ | 8 Elven Archers (all 4)<br>Wizards (4,4,8)<br>Knights (4,5,5),<br>Dwarves (4,4,6)<br>Guards (4,5,6,6,6)<br>Giants (4,4,4,4) |
| ❷ | Spike Trap                                 | ❹ | Thief (2), Dwarf (1)   | ❷ | Thieves (2,2)   |
| ❸ | Gas Trap                                   | ❺ | Elven Archer (1)   | ❸ | Giant (2)   |
| ❹ | Fear Trap                                  | ❻ | Elven Archer (3),<br>Thief (1), Giants (3,1)   | ❹ | Dwarf (1),<br>Elven Archer (1)  |
| ❶ | Imps (1,1,1,1)                             | ❻ | Guards (1,1,2),<br>Dwarf (2)   | ❺ | Giants (2,3),<br>Elven Archers (2,2)  |
| ❷ | Eleven Archer (2)<br>w/ Sentry Trap        | ❻ | Giants (2,3), Wizard (3),<br>Guards (2,4),<br>Elven Archers (2)  | ❻ | Giant (1), Dwarf (1)  |
| ❸ | Giants (2,2,3), Guard (3)<br>Wizards (3,2) | ❻ |  | ❸ |   |
| ❹ | Dwarf (2), Wizard (2),<br>Giant (1)        | ❻ |  | ❸ |   |
| ❺ | Elven Archers (2,2),<br>Wizard (1)         | ❻ |  | ❸ |   |
| ❻ | Guards (1,2), Dwarf (1)                    | ❻ |  | ❸ |   |

# Business Model

Don't dally around in Woodsong — you've got better things to do than stroke your chin and plot out your atrocities. You must be proactive. Immediately have your Imps dig out four 5x5 chambers, and one 6x6, off your Dungeon Heart, one for a Lair, one for a Hatchery, one for a Training Room. The other two are slightly different. The fourth is to become your — well, let's call it a "Converting Chamber" shall we? This would be an all-purpose room where the walls are lined with Torture Chamber and the middle is a Prison. This works fine, and it's beautifully convenient when you want to pick up a captive from the Prison cell and drop him on one of your patented devices. Reinforced the wall to get your torture devices. Now *that's* interior decorating! The final chamber, the 6x6, is a combined Library and Workshop, each 3x6. Once these areas are carved out and the rooms laid down dig to the Portal to the south and claim the Neutral Mistresses. In addition there is a Make Safe special — activating this will add wall furniture to all of your rooms, allowing them to become fully functional.

To the north of your dungeon is a broken seam of gold. This is where you're going to build your killing ground. The goal is to make a place so deadly that even a large incursion of enemy Heroes will be stymied by it, giving you breathing time. Command your workers to mine out this area and fill it with Spike Traps, Barricades and Sentry Traps. This little playground will protect your Dungeon Heart whilst your minions are attacking Asmodeus. Additionally, claim the second Portal as early as you can to ensure you get the full complement of creatures. Slow creatures, particularly Bile Demons, will only slow you down — ensure that plenty of Mistresses and other fleet-footed creatures populate your dungeon.

You can expect to be attacked from the left and right by Heroes flooding from Hero Gates. Whilst useful to convert (especially Giants who make excellent manufacturers in your Workshop), these will need to be closed down, else eventually they will overwhelm you. Keep an eye on the clock, as you will not remain undiscovered for long.

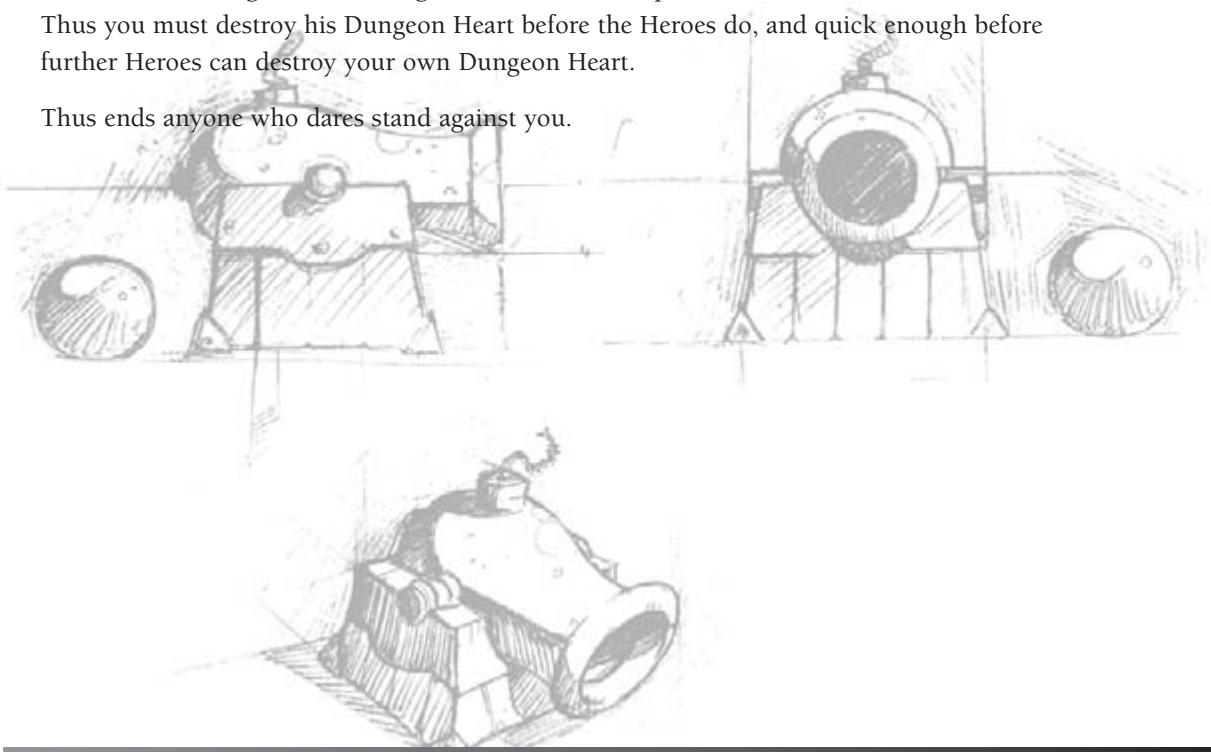
Closing down the Hero Gates is a prime opportunity to Possess a creature and lead your troops yourself, if that's the sort of thing that appeals to you. It'll be a fight, that's for certain, but nothing you can't handle. Send in your shock troops first, then send in your ranged-weapon fighters. Drop them at the right distance, so they use their weapons to the maximum advantage. Make sure your Imps remain motivated to claim all the territory around the Gates, because that's the *real* purpose of the whole battle — claim all the land around each Gate to destroy it.

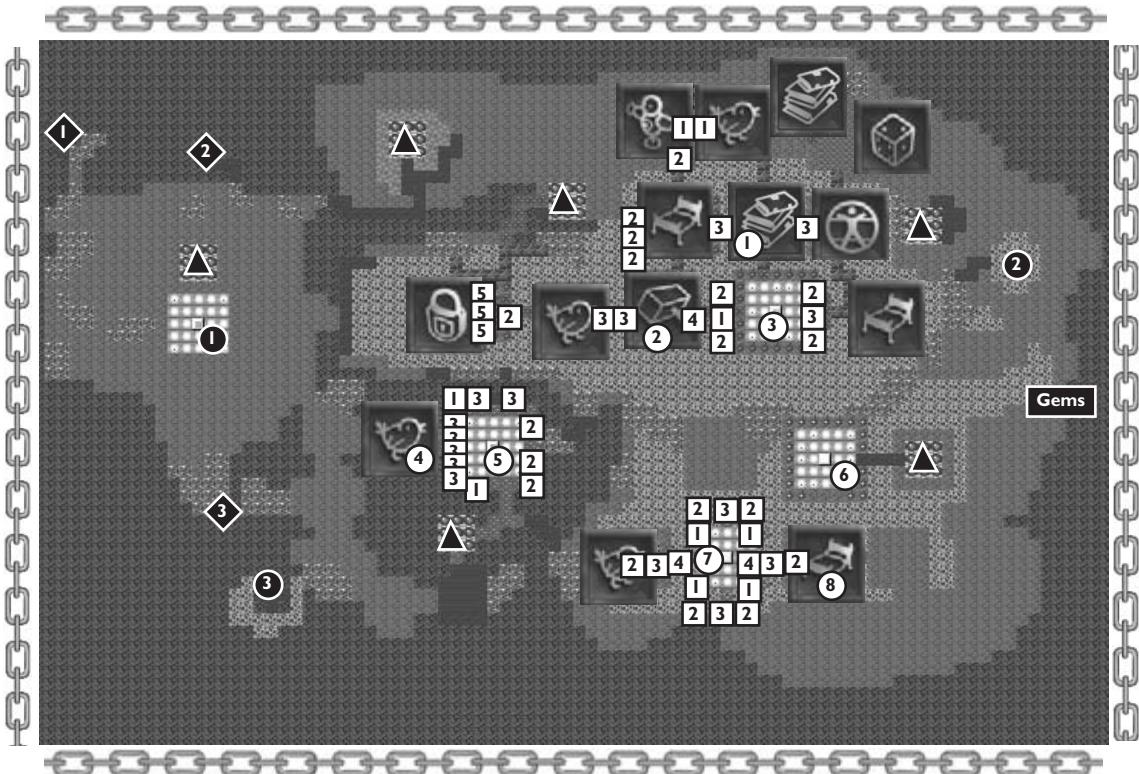
Once you have closed down all of the Hero Gates you will need to prepare for your assault on Asmodeus. The Heroes, once they realize that you are there, will launch a full-scale attack on your dungeon, and it is through this that your creatures will have to charge to reach Asmodeus' dungeon. Cast a Call to Arms just by your second Portal and drop all of your creatures so that they are ready to go.

To the east and west of Asmodeus, defenses are weak spots, neither reinforced nor claimed; these provide an excellent opportunity to avoid the wellcrafted walls of Asmodeus' dungeon. Mine the last section of rock that separates your dungeon from the Heroes, and place the Call to Arms by the weak point in Asmodeus' dungeon; drop a few Imps at there as well, and instruct them to dig north into the rock. After only a little while they will enter a cavern that allows you to skip most of Asmodeus' dungeon. Cast Tremor to weaken his walls and instruct your Imps to dig through the now weakened rock. Asmodeus's dungeon is now exposed so place the Call to Arms at his Heart. Meanwhile, your creatures will be trying to break through the Heroes lines trying to reach the Call to Arms. They will need some help — heal them as much as possible to ensure that they are at their best when they reach Asmodeus's dungeon.

The Heroes, having seen their siege broken, will attempt to attack Asmodeus themselves. Thus you must destroy his Dungeon Heart before the Heroes do, and quick enough before further Heroes can destroy your own Dungeon Heart.

Thus ends anyone who dares stand against you.





Sparklydell has been invaded by a host of Keepers, and thus you have four evil rivals for the Portal Gem. They are fighting amongst themselves and some will fall to others, but you will have to destroy at least two of them yourself. Prepare to battle on islands surrounded by a sea of lava. The Gem is on an island which is inaccessible until only one Keeper survives.

This map indicates your location when you have chosen Model A (by selecting the South Arrow when you are in your Campaign Map Room). You arrive in possession of the Heart to the west.

If you select the Middle Arrow, you follow Model B, and arrive in possession of the Heart marked with a White 5 (on the map above). Your initial minions are the four Imps marked by the White 5.

If you select the North Arrow, you follow Model C, and arrive in possession of the Dungeon Heart marked with a White 7 (above). You don't get all six Salamanders in this case, but you do get two Mistresses (2,3) and three Salamanders (1,2,3), along with your four Imps.

In your absence, the five Keepers have these holdings: Kronos holds the Heart where Plan A begins, Belial holds the Heart where Plan B begins, Drako holds the Heart where Plan C begins, Morgana holds the Heart just northeast of Drako, and Raksha holds the Heart at the northeast of the realm.

# REALM II

## CARNAGE AT SPARKLYDELL

### Action Item

*The secret of success is to build up a strong force of well trained fighters as quickly as possible, then eliminate your rivals one by one.*



#### Assets

- ① 4 Imps (all 1)      ④ Make Happy
- ② Salamander (10)      ⑤ Mana Boost
- ③ Mistress (3; only in B)      ⑥ Increase Level

#### Liabilities

- ① Warlocks (1,1)
- ② 4 Imps (1), Mistresses (2,2,2,3,3,4,4)
- ③ Mistresses (2,2,2,3,3,4,4)
- ④ Bile Demons (3,3,3,4,4,4)
- ⑤ 4 Imps (all 1)
- ⑥ 4 Imps (all 1), Goblins (1,1,1,2,2,2)
- ⑦ 4 Imps (all 1), Salamanders (3,3,3,4,4,4)
- ⑧ Mistresses (3,3), Salamander (4)
- ⑨ Boulder Trap
- ⑩ Sentry Trap
- ⑪ Gas Trap
- ⑫ Trigger Trap
- ⑬ Spike Trap

#### New Assets

- Boulder Trap
- Trigger Trap
- Steel Door

# Business Model A

The first and most obvious step is to claim the Portal near your Dungeon Heart followed immediately by building your rooms as quickly as possible. Get your creatures training at once and make sure to recruit a good range of fighters — you do this by building different types of rooms of the right size. After you've got that underway, claim the second Portal to the northeast, but otherwise remain within your walls of stone until your creatures are well trained.

Of course, those interlopers are going to be trying to make inroads on your own territory, so make sure to defend your dungeon against invasion by placing a judicious mix of traps and doors around it. Sentry Traps are an old favorite, but since they drain mana it makes sense to place each one carefully — places most likely to be attacked or that you want to defend — and use Spike and Gas Traps widely, especially along corridors. Your newly researched Boulder and Trigger Traps allow you to plan your defenses well, but remember that Boulder Traps will damage your own creatures as well as the enemy. They are best used as offensive traps, since you can build them at the edge of enemy territory, then slap them to set them off when a good number of enemy creatures are in sight. Trigger Traps can be coupled with Sentry Traps to take out even high-level foes.

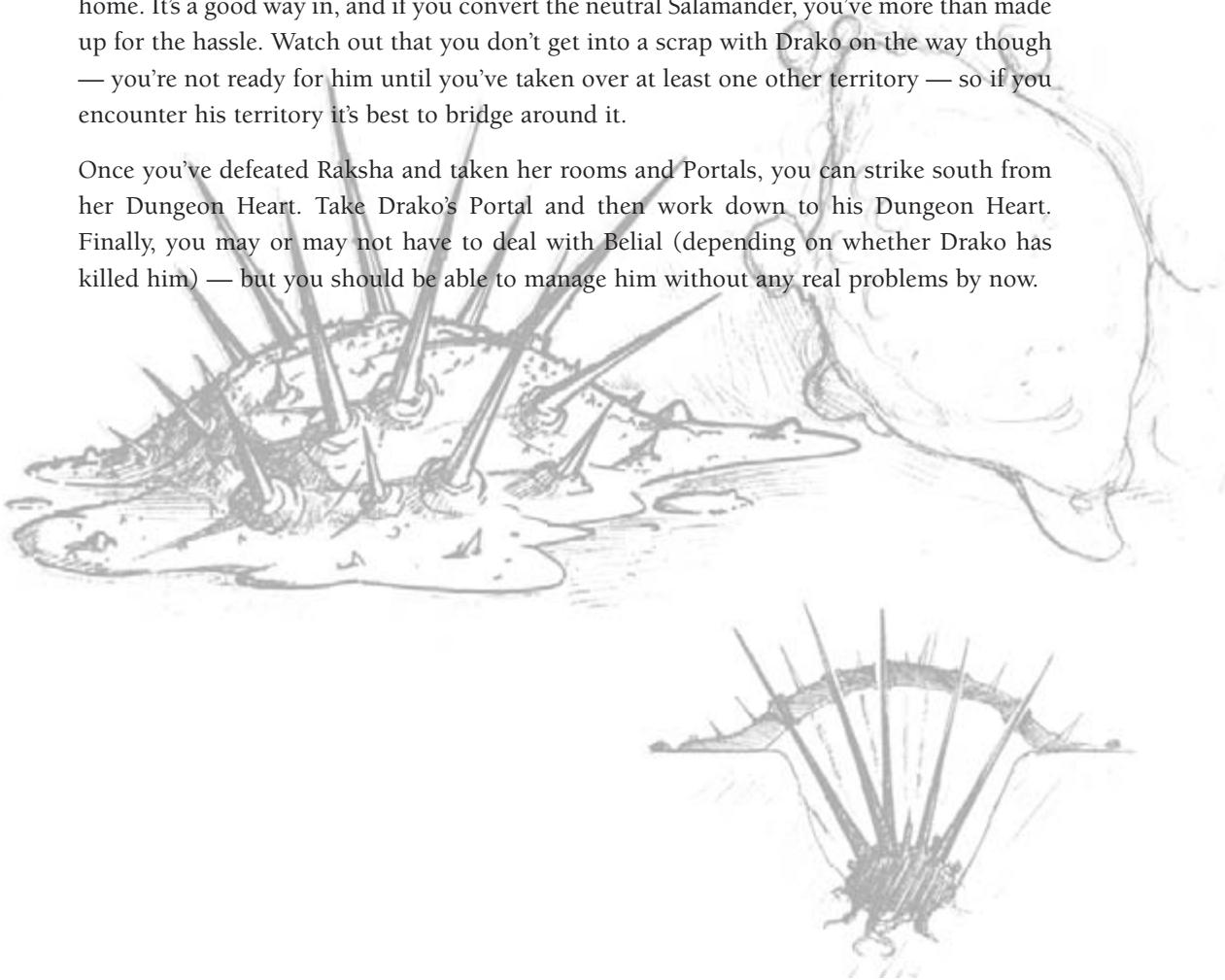
Keep an eye on the mini-map: you can tell by the color of the Portals which Keeper they belong to. Drako (green) will eventually defeat one of his neighbors and take the Portal — most likely it will be Morgana (yellow) to fall to his forces, though it may be your near neighbor Belial (blue). In the latter case, watch out for an attack by Drako.

Once you've got 20 creatures and most of them have reached Level 4, it's time to make your move.

One route would be to launch an attack on Raksha's exposed Portal in the top center of the map. The benefit is that as you take this, you'll capture a good number of Raksha's creatures, and get a good foothold in her territory. Get to work converting the captives and then start bridging towards her Dungeon Heart.

However, be aware that Raksha has mined her territory with traps: if you lose too many creatures to them you could be in real trouble. If you don't happen to have a high-level Salamander, you could always dig a path along the south side of Raksha's territory until you can tunnel into her southern cavern ... that's where a Level 10 Neutral Salamander has his home. It's a good way in, and if you convert the neutral Salamander, you've more than made up for the hassle. Watch out that you don't get into a scrap with Drako on the way though — you're not ready for him until you've taken over at least one other territory — so if you encounter his territory it's best to bridge around it.

Once you've defeated Raksha and taken her rooms and Portals, you can strike south from her Dungeon Heart. Take Drako's Portal and then work down to his Dungeon Heart. Finally, you may or may not have to deal with Belial (depending on whether Drako has killed him) — but you should be able to manage him without any real problems by now.



# Business Model B

Again, get your creatures training as fast as possible and make sure that your force comprises a well-balanced mix of fighters — build different types of rooms of the right size. Protect the entrances to your dungeon with traps and be on the watch for threats or invasions. Mine the gold in the southwest corner of your land and build a Bridge so that you can claim the Neutral Mistress.

Once your creatures are well trained and you are ready for some action, Kronos is a good choice. He has only one Portal and no really high-level creatures. Order your miners to dig out the gold in the northwest corner of your caverns, and make a strike for Kronos' Dungeon Heart.

With three Portals (you will, of course, claim the neutral one to your northeast Portal), you will soon be ready to assault Drako. Don't underestimate him, he a tough one. Use Stone Bridge to get your creatures to his Dungeon Heart quickly, and make sure to neutralize his traps before they can do too much damage. Drako has several high-level creatures that will make excellent converts if you can only capture them. When you're against Drako, be fairly free with Healing your creatures.

Once you've taken Drako's land you will also be able to claim the land that Drako has taken from the feeble Morgana. This will give you an excellent platform to strike directly at Raksha's Dungeon Heart, bypassing all Morgana's traps. Don't forget to explore a bit ... there's a Level 10 Salamander that would be prudent to add to your forces.

Finish your conquest the old-fashioned way — with brute force and no quarter.

# Business Model (

Your first priority is to attack, and attack wisely. That means ignoring Belial (blue) although he may look like a tempting target, and instead focusing attention on the feeble Morgana (yellow). Bridge to her Dungeon Heart and set your fighters to attacking it. While your warriors are hammering on that, send some Imps and a fighter over to her Portal and take that from her. Granted, you'll have to withdraw one of your fighters from the attack on the Dungeon Heart in order to secure the Portal, but this is well worthwhile, as it will allow you to start recruiting all the sooner. Morgana's measly forces should not prove too much of a hassle.

*It will* take some time. However, while your fighters are hammering on her Dungeon Heart, you can start building up your own dungeon. Place a Lair in the empty space to the west of your Dungeon Heart, and get your Imps digging out some more rooms so you can start recruiting a better class of creature. Time is of the essence ... you will not have long before you yourself are attacked by a greedy neighbor.

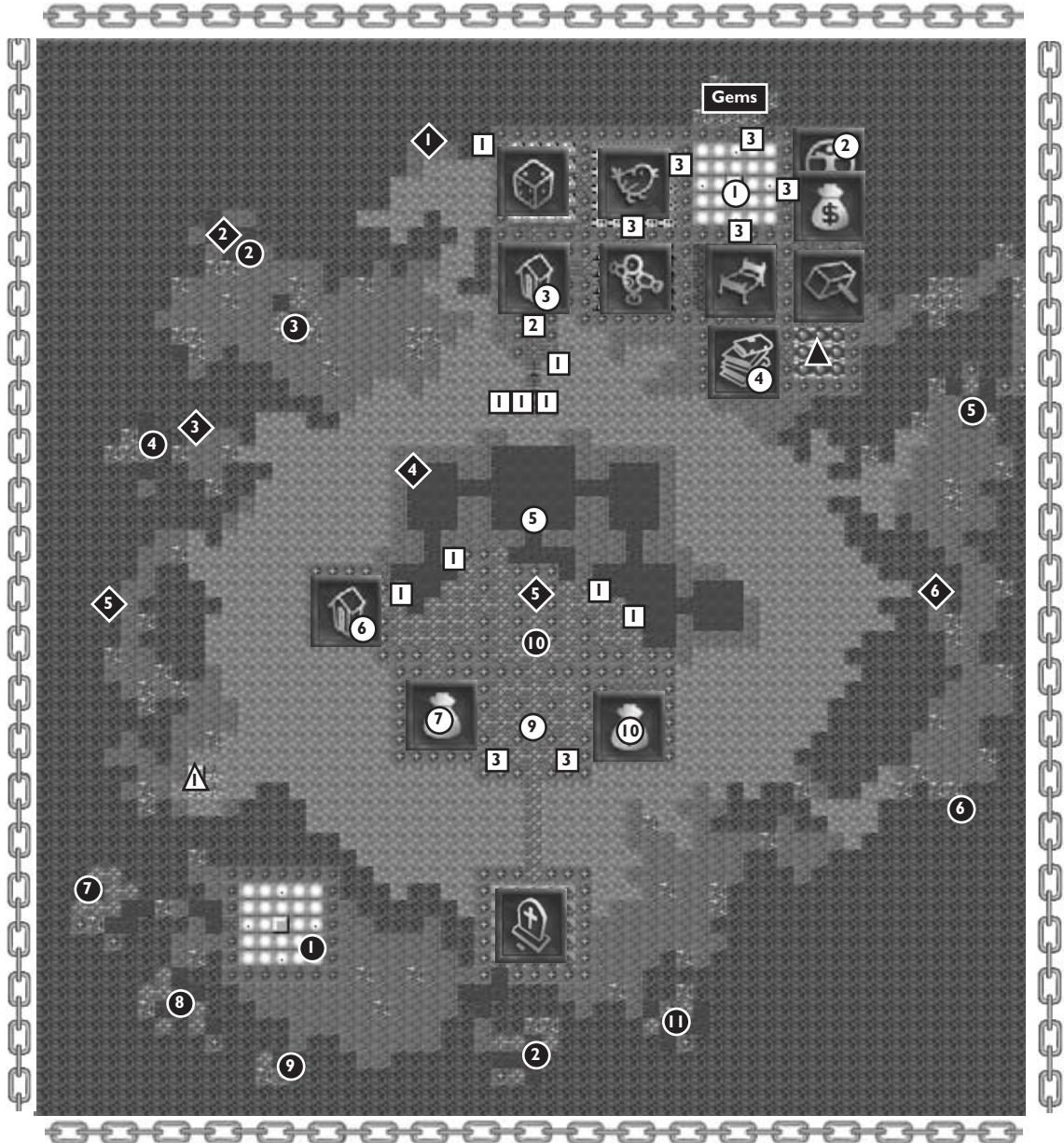
Once Morgana is taking a dirt nap, you can start building up in earnest. Get your creatures trained and recruit a strong and balanced force. Set your Imps to work on the Gem block and your money problems will be over. Tunnel north from there to recruit the Neutral Level 10 Salamander, who will be a most valuable minion.

Get some traps up just in case, especially on the north side of your dungeon, since that's where Raksha (purple) will attack from.

By the time Raksha attacks you should be reasonably well prepared with a good strong force. Hold her off and make sure to capture her best creatures, and then begin a drive towards her Dungeon Heart. Stone Bridges will allow you to bypass most of her traps and break straight through to her Heart. Keep Healing your creatures and you should be able to destroy her.

After this epic battle, you should be able to move in on Belial and finally across to Kronos (green) without too much trouble.

Thus ends anyone who dares stand against you.



# REALM 12

## SCAVENGE AT GOLDENGLADE

A defeated Hero keep separates the two Keepers. The Gem is on the Keeper.

### Action Item

Use dead Heroes and the Graveyards to create Vampires and kill the enemy Keeper.



### Assets

- |   |                 |   |                   |   |               |
|---|-----------------|---|-------------------|---|---------------|
| ① | 4 Imps (all 1)  | ⑦ | Skeletons (1,1,1) | ② | Make Unhappy  |
| ② | Skeletons (1,2) | ⑧ | Skeletons (1,2,2) | ③ | Stun Imps     |
| ③ | Skeleton (3)    | ⑨ | Skeleton (1)      | ④ | Make Safe     |
| ④ | Skeleton (2)    | ⑩ | Skeleton (5)      | ⑤ | Heal All      |
| ⑤ | Skeletons (1,3) | ⑪ | Skeletons (2,3)   | ⑥ | Increase Gold |
| ⑥ | Skeleton (2)    | ◆ | Increase Level    |   |               |

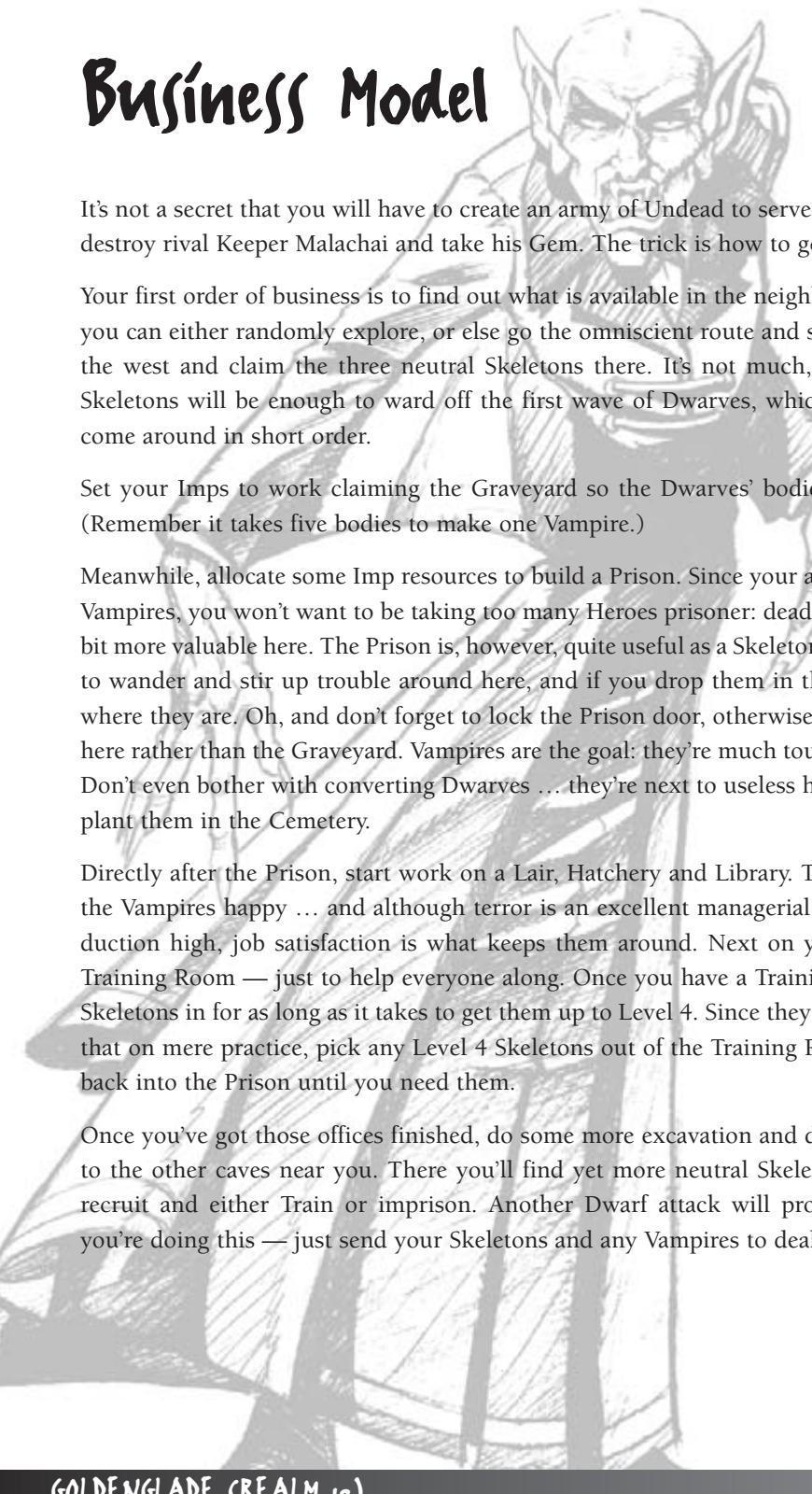
### Liabilities

- |   |                                       |   |                       |
|---|---------------------------------------|---|-----------------------|
| ① | 4 Imps (all 1)                        | ⑦ | Dwarves (1,1,2,2,3)   |
| ② | Mistress (4)                          | ⑧ | Dwarves (1,1,1,2,2)   |
| ③ | Dark Elf (4)                          | ⑨ | Dwarves (1,1,1,1,2,2) |
| ④ | Warlock (4)                           | ⑩ | 5 Dwarves (all 1)     |
| ⑤ | Guards (4,4,4,4)<br>Dwarves (2,3,3,3) | ⑪ | Sentry Trap           |
| ⑥ | Guards (2,2,3,3)                      | ② | Boulder Trap          |
| △ | Dwarves (3,4)                         | ③ | Spike Trap            |
| △ | Dwarves (2,3)                         | △ | Dwarves (3,3)         |
| △ | Dwarves (2,4)                         | △ | Dwarves (1,1)         |

### New Assets

- Trigger Trap
- Boulder Trap
- Steel Door

# Business Model



It's not a secret that you will have to create an army of Undead to serve you in your quest to destroy rival Keeper Malachai and take his Gem. The trick is how to go about it.

Your first order of business is to find out what is available in the neighborhood. To this end you can either randomly explore, or else go the omniscient route and simply dig directly to the west and claim the three neutral Skeletons there. It's not much, but it's a start. The Skeletons will be enough to ward off the first wave of Dwarves, which you can expect to come around in short order.

Set your Imps to work claiming the Graveyard so the Dwarves' bodies don't go to waste. (Remember it takes five bodies to make one Vampire.)

Meanwhile, allocate some Imp resources to build a Prison. Since your actual goal is to make Vampires, you won't want to be taking too many Heroes prisoner: dead bodies are actually a bit more valuable here. The Prison is, however, quite useful as a Skeleton pen. Skeletons tend to wander and stir up trouble around here, and if you drop them in the prison, you know where they are. Oh, and don't forget to lock the Prison door, otherwise bodies will be taken here rather than the Graveyard. Vampires are the goal: they're much tougher than Skeletons. Don't even bother with converting Dwarves ... they're next to useless here. Just kill 'em and plant them in the Cemetery.

Directly after the Prison, start work on a Lair, Hatchery and Library. The Library will keep the Vampires happy ... and although terror is an excellent managerial tool in keeping production high, job satisfaction is what keeps them around. Next on your list should be a Training Room — just to help everyone along. Once you have a Training Room, drop your Skeletons in for as long as it takes to get them up to Level 4. Since they can't get higher than that on mere practice, pick any Level 4 Skeletons out of the Training Room and drop them back into the Prison until you need them.

Once you've got those offices finished, do some more excavation and dig a little farther out to the other caves near you. There you'll find yet more neutral Skeletons, which you can recruit and either Train or imprison. Another Dwarf attack will probably happen while you're doing this — just send your Skeletons and any Vampires to deal with them.

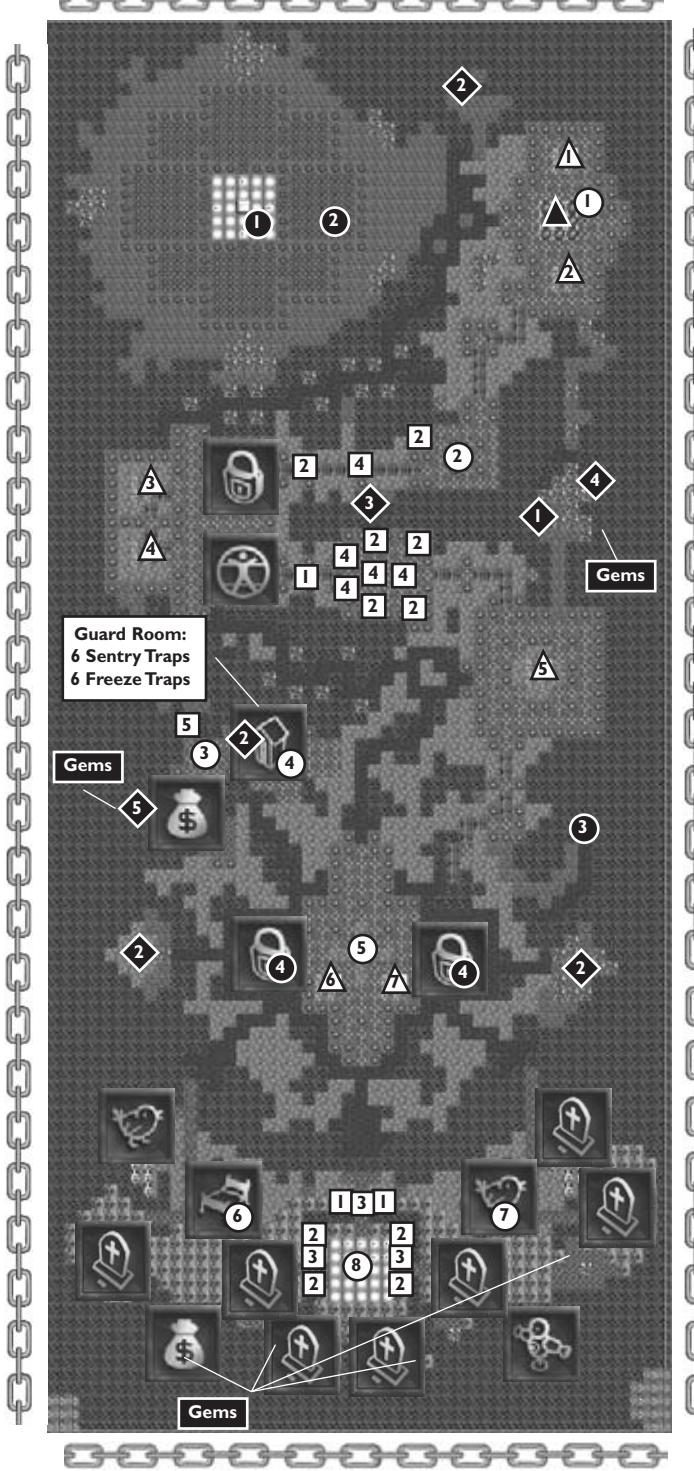
You now have a choice of three options:

- 1) Dig north up the left-hand side of this realm. This is a medium-dangerous run, but interesting. This area has a few Specials to offer to the cause, and a fair number of neutral Skeletons. Even better, you'll be slaughtering all the Dwarves you find and dragging them to the Graveyard. When you've cleared out the side, you'll simply launch a full-scale siege on either the back or the front entrance to Malachai's dungeon. This is good for Keepers who prefer to have a large army at their backs.
- 2) Mine out the right-hand side of the realm. It's a bit less exciting than the previous option, definitely more cloak-and-dagger. For one thing, there are fewer Skeletons and Specials, and not quite as many Dwarves. The good part is that there is an interesting secret passage into Malachai's dungeon. Look into your soul and decide if you're feeling devious, and how confident you are in your abilities without overwhelming numbers.
- 3) Charge straight up the center of the realm. Without a doubt, this is the most straightforward, sword-in-your-face scenario. This is where there are Heroes to be killed and lots of them, which is good for experience and fairly useful for stocking up the Graveyard, but can be dangerous to your oh-so-important headcount. Heroes really hurt. You'll also find extra rooms in which to build, a higher-level neutral Skeleton in the Graveyard, and a variety of ways into Malachai's dungeon.

Whichever option you choose, you must make the choice of whether to destroy the Hero Gate. This deserves a little though: the constant attacks are more than a little annoying, especially because you have no way to build traps. On the other hand, if you kill the Hero Gate, you've shut down your best source of new minions. You don't have a Portal of your own, so you have to depend on finding neutral creatures or making your own — which is either conversion (which doesn't give you fighters strong enough to overcome your opposition), Skeleton-creation (much more effective, but takes a long time and gives you only a Level 1 Skeleton) or growing Vampires (which takes a long time and a lot of bodies). If you kill the Hero Gate, though, your personnel have a much longer life expectancy.

If you do decide to take out the Hero Gate, then probably the best route would be directly attacking the castle, ransacking it of all useful loot and using the bodies of those who lurk there as fodder for the Undead. Train up the creatures as high as possible, then dig out the route to Malachai's Portal. Simultaneously attack on all three fronts at once: front, back and secret.

Kill everyone and then make yourself at home among the corpses. You've got to admit there's a rewarding feeling of satisfaction in a job well done.



## Assets

- ① 4 Imps (all 1)
- ② 6 Goblins (all 1)
- ③ Bile Demons (2,4,8)
- ④ Skeleton (4)
- ◆ Heal All
- ◆ Increase Level
- ◆ Make Safe
- ◆ Make Happy
- ◆ Locate Hidden Land

## Liabilities

- △ Monks (1,1), Guard (2), Giant (2)
- △ Guard (2,3,3), Monk (3)
- △ Monks (3,3,4), Elven Archer (5)
- △ Monks (2,2,3), Guard (1)
- △ Monk (2), Dwarf (1), Giant (3), Wizard (2)

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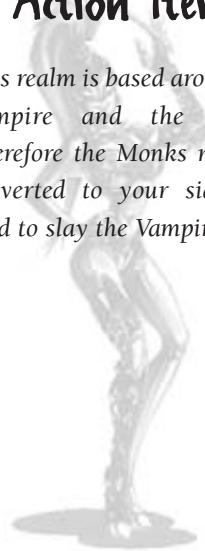
## Action Item

This realm is based around the Vampire and the Monk. Therefore the Monks must be converted to your side and used to slay the Vampires.

# REALM 13

## CONVERSION AT CHERISH

Vampires more experienced than Level 1 will not die when killed but resurrect themselves a level lower than before — unless slain by a Monk, whose sacred knowledge and skills will ensure a lasting death for the Undead. You faced an attack by a powerful Keeper who has nothing but high-level Vampires in his service. Unless you can find a way to slay the Vampires quickly, their number and their ability to reincarnate will ensure that you are overwhelmed.



### Liabilities

- ① Monks (2,2,3,3), Vampire (2)
- ② Wizard (4), Dwarves (4,6), Giant (2)
- ③ Monks (2,3), Guard (3)
- ④ 4 Elven Archers (all 4)
- ⑤ Monks (3,3,3,4,6,6,8)
- ⑥ Monks (6,7,8,), Vampires (1,3,4,5,5,5,5,5,5,5,6,6,6,6,6)
- ⑦ Monks (5,6,8), Vampires (5,5,5,5,5,5,5,6,8,8,8,8,8)
- ⑧ 8 Imps (all 5), Monk (6,7), Vampires (4,4,5,5,6,6)
- ⑨ Fear Trap
- ⑩ Sentry Trap
- ⑪ Spike Trap
- ⑫ Freeze Trap
- ⑬ Boulder Trap

### New Assets

Freeze Trap

Turncoat spell

# Business Model

Once again, it is the business of setting up house that takes priority over leading your people into battle. You will no doubt be tempted to take the Portal to the north, but it is guarded by a group of Monks. They're too tough for you at this point — the Goblins with which you begin the realm will need to be trained as much as possible before you send them out to the Monks. Therefore, build a Lair and a Hatchery for your Goblins, followed by a Training Room. As soon as possible, “encourage” them to get to work on their fighting techniques.

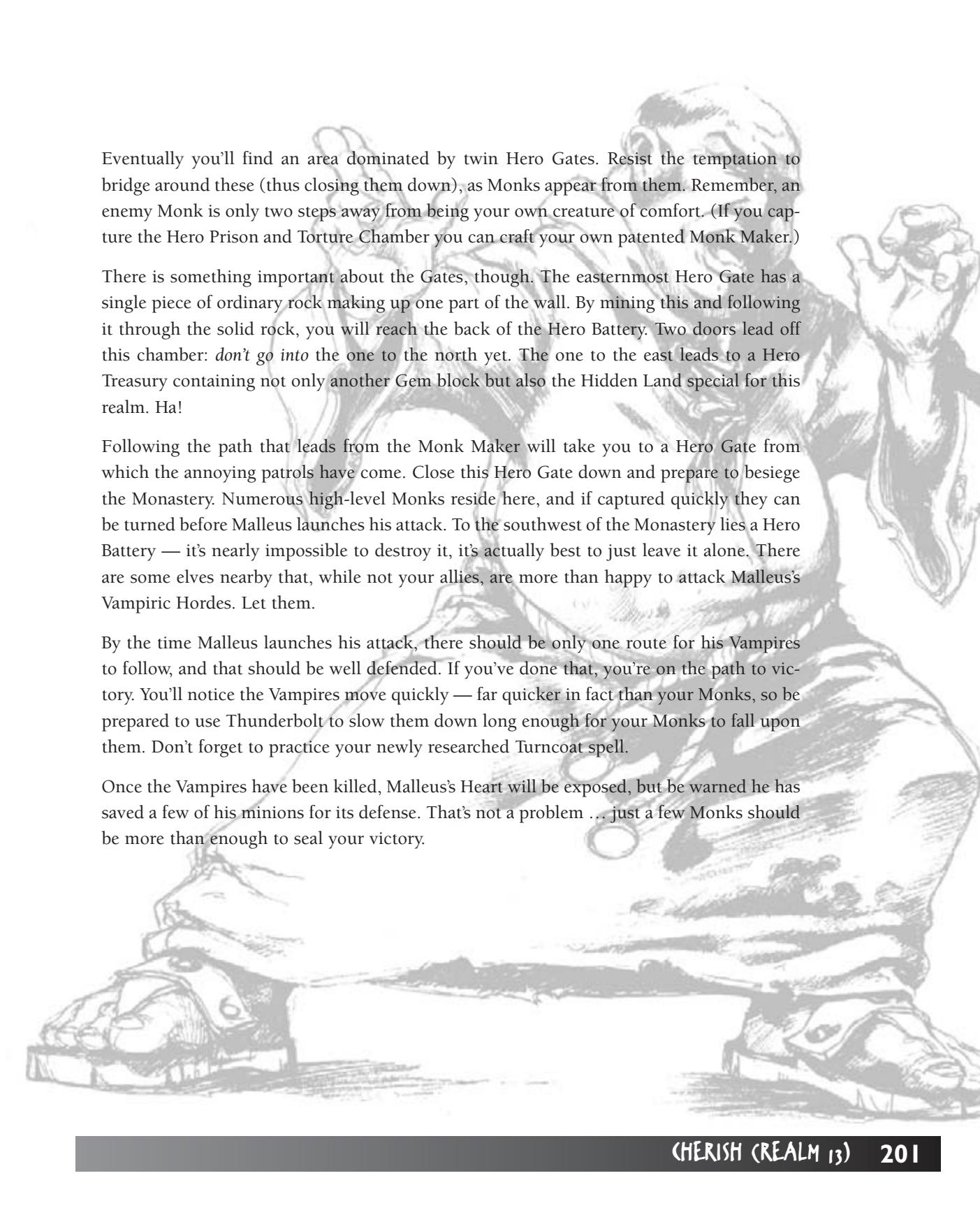
Meanwhile, mine all of the gold you can. You’re going to need it. When you can, build a Prison and Torture Chamber close to each other. Also, of course, build a Library and Workshop.

It’s a good idea to build an entire area solely for the converted Heroes (Lair, Hatchery, etc.), as you shall be relying on these greatly. This will ensure that they do not become angry by working and mingling with your own creatures, whom they hate even after conversion.

Take your Level 3 or 4 Goblins and send them out through the northern exit of your dungeon. Command them to destroy the door separating your dungeon from the Monks. Make sure they allow the Monks to wander onto your land before attacking them because it is vital that you capture them (you can’t capture them on their own territory) and put them in your Prison. Torture them until they “see the dark” and join you.

Meanwhile, take some time to look after your finances. Send your Imps out and mine the individual blocks of gold that line the path leading south. (The holes in the rock made by mining the individual blocks of gold now form alcoves, perfect for placing Sentry Traps.) From the Portal you’ll see a seam of gold heading east … follow this until you find a large deposit containing a gem block. This will take care of any monetary problems you might encounter.

Vampires are extremely unwilling to cross water, and if forced to will take considerable damage. There are two routes leading from Malleus’s dungeon to yours, one across land, the other across bridges. It’s a good idea to take both routes, but then sell the bridges. By destroying the bridges, you control where the invasion will occur … and it will all be Vampire-friendly. More than that, you can then trap and barricade this route, which can only help. In fact, Barricades are an absolute must.



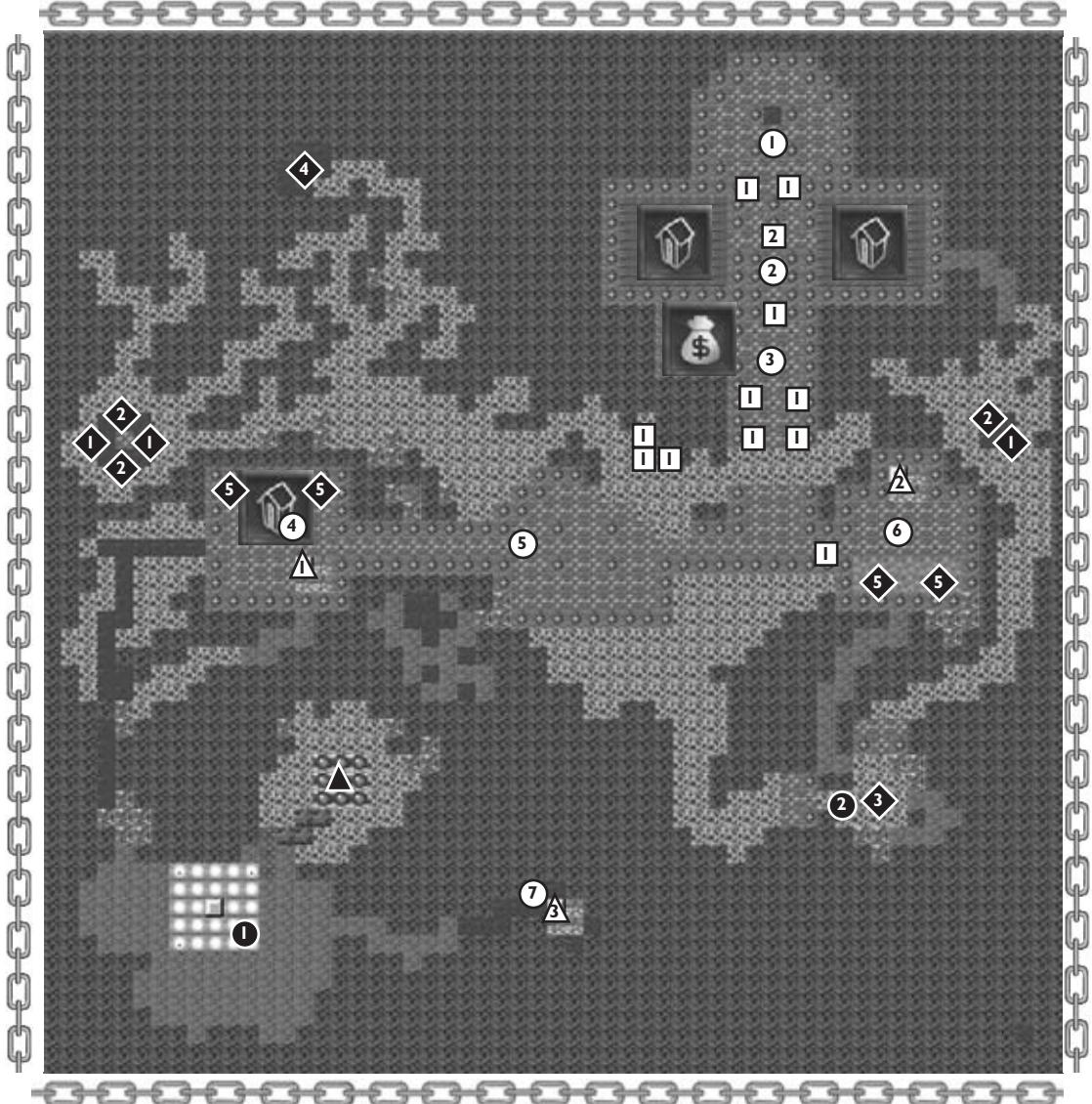
Eventually you'll find an area dominated by twin Hero Gates. Resist the temptation to bridge around these (thus closing them down), as Monks appear from them. Remember, an enemy Monk is only two steps away from being your own creature of comfort. (If you capture the Hero Prison and Torture Chamber you can craft your own patented Monk Maker.)

There is something important about the Gates, though. The easternmost Hero Gate has a single piece of ordinary rock making up one part of the wall. By mining this and following it through the solid rock, you will reach the back of the Hero Battery. Two doors lead off this chamber: *don't go into* the one to the north yet. The one to the east leads to a Hero Treasury containing not only another Gem block but also the Hidden Land special for this realm. Ha!

Following the path that leads from the Monk Maker will take you to a Hero Gate from which the annoying patrols have come. Close this Hero Gate down and prepare to besiege the Monastery. Numerous high-level Monks reside here, and if captured quickly they can be turned before Malleus launches his attack. To the southwest of the Monastery lies a Hero Battery — it's nearly impossible to destroy it, it's actually best to just leave it alone. There are some elves nearby that, while not your allies, are more than happy to attack Malleus's Vampiric Hordes. Let them.

By the time Malleus launches his attack, there should be only one route for his Vampires to follow, and that should be well defended. If you've done that, you're on the path to victory. You'll notice the Vampires move quickly — far quicker in fact than your Monks, so be prepared to use Thunderbolt to slow them down long enough for your Monks to fall upon them. Don't forget to practice your newly researched Turncoat spell.

Once the Vampires have been killed, Malleus's Heart will be exposed, but be warned he has saved a few of his minions for its defense. That's not a problem ... just a few Monks should be more than enough to seal your victory.



# REALM 14

## REAP THE PEACHTREE

You'll need to find and hold the mana vaults. Only these will give you enough mana to fulfill your quest.

### Assets

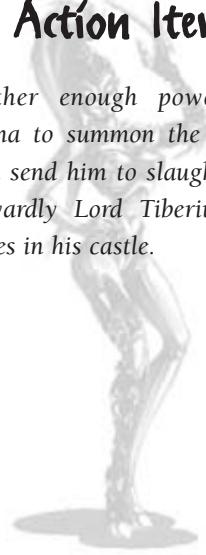
- |   |                   |   |            |
|---|-------------------|---|------------|
| ❶ | 3 Imps (all 1)    | ❸ | Make Happy |
| ❷ | Salamanders (1,4) | ❹ | Reveal Map |
| ❻ | Increase Level    | ❺ | Mana Vault |
| ❼ | Heal All          |   |            |

### Liabilities

- ❶ Lord Tiberius (7), Guards (1,1,1)
- ❷ Giants (1,1), Wizards (1,1,), Guards (1,2,2,2)
- ❸ Elven Archers (3,3,3)
- ❹ Guards (1,1)
- ❺ Elven Archer (1)
- ❻ Guards (1,1)
- ❼ Dwarf (1)
- ❽ Sentry Trap
- ❾ Alarm Trap
- ❿ Giants (1,1), Monks (1,1), Wizard (1), Elven Archer (1)
- ❾ Elven Archers (1,3), Wizards (1,3), Giants (1,3)
- ❿ Thieves (1,2,2,3,3,4,4,5)
- ❽ 4 Knights (all 5), 4 Guards (all 5)

### Action Item

Gather enough power and mana to summon the Reaper and send him to slaughter the cowardly Lord Tiberius who hides in his castle.



### New Assets

Summon Horny spell

Magic Door

# Business Model

When Keepers get together and chat about business before trying to poison, spell or stab their competitors, the talk often turns toward gold. Sometimes gems, but usually gold. As well it should ... it is perhaps one of the most complicated tasks involved with carving your realm from empty ground: gold management when there just isn't much gold to be had. Such constraints may seem annoying, but successful villains just think of it as an opportunity to work themselves into a towering frenzy. That's how quality Evil is crafted.

Nevertheless, this pestiferous land is very short of gold, and your business plans will have to focus on that fact. This means no unnecessary building, and judicious use of fortified walls to provide the furniture that you usually only get with wide open spaces. It also means being a bit picky about who you accept into your employ (a Skeleton is always a good budget brawler), and being quick to sack anything you have too many of, or that doesn't suit your current business goals.

Putting this philosophy into action, you'll need to build up a very basic dungeon. Very basic. Start off with just a Lair, Hatchery and a Workshop. (For minimum effective sizes, look at **The Art and Science of Dungeon Design**, page 72.) Try not to build a Training Room, as this will deplete your gold too much. Dig out the gold near the Portal, and build a Prison and a 3x1 Torture Chamber against solid rock or fortified wall to get yourself a torture wheel. It's okay to scrimp as long as your captives still scream — that's a good rule of thumb.

Unfortunately there is one little catch ... more of a snag really ... don't dig to the east. Yes, it's true that every Keeper's heart yearns to conquer and destroy every inch of space ... but this will lead you into an indestructible Hero Gate that will leave you prone to attacks at this early, vulnerable stage. If prudence is annoying, just weight it against ignominious defeat. If the Hero Gate is left alone, you will not be invaded. If you really feel you must raze everything in your path, at least try to put this off until you've got the monster-power to handle the invasion forces.

Instead, dig north through the gold (you should have been doing this anyway), and build traps along the narrow passage. Paranoia is as effective a character trait as viciousness and cunning, and twice as important. As you suspected, a party of shining, well-intentioned Heroes will attack, but unless you've been neglecting your duties, they'll be so battered by your traps that your creatures should be able to knock them senseless with a minimum of fuss. Imprison and convert as many Heroes as you can. Cheap labor is a good thing. If you can afford a separate Lair, that's good; if not, don't pamper the starch-pressed crybabies.

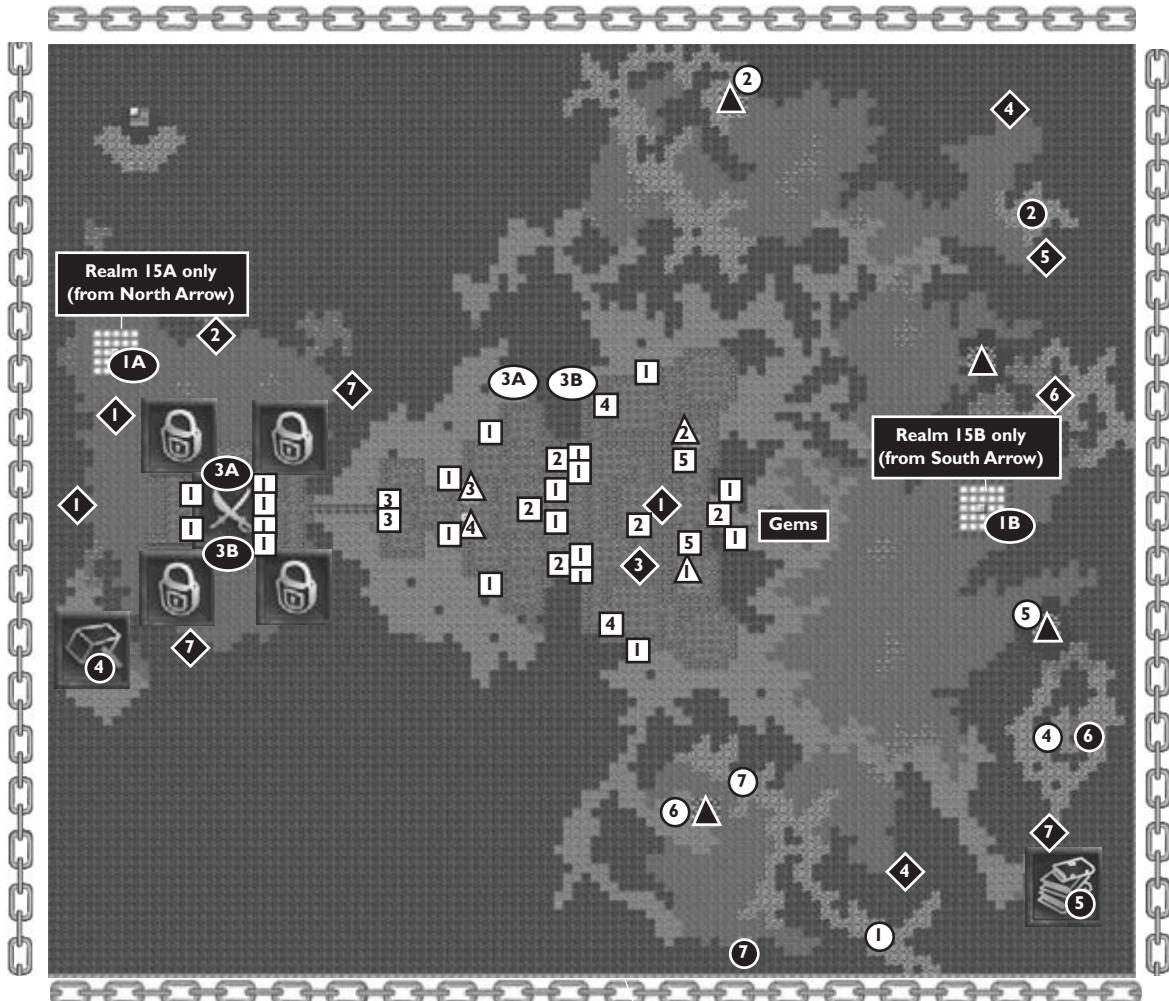
Don't spent time and resources fighting the Magic Door. Instead, build a bridge to one side of it, and tag the rock next to the door so your Imps can dig it out. That's real management. Once inside the Hero area, quickly claim the tiles surrounding the Hero Gates to collapse them. That's the priority, after which you can claim the two Mana Vaults nearby.

No time for back-patting, though. Press ever onwards, stopping long enough to put a Boulder Trap along the corridor to protect yourself. (It's that prudent paranoia thing again.) Once in the central section, bridge to the Sentry Traps and get your creatures to attack them. It'll be painful and carnage will be terrible, but with the mana from the two vaults you should be able to keep your fighters healed enough to make it through okay. Once you've gotten those traps taken down, your path is pretty clear. It's not a bad idea to go get the Specials to the west, but you can keep going north, in the direction of Lord Tiberius.

Truth to tell, you don't really need to take out the second Hero Gate to the east, but you will be able to claim two more Mana Vaults and stop all Hero attacks. That's worth something, if only to get that feeling of accomplishment. Also, going to this area will allow you to dig south and find more gold and the neutral Salamanders. Neutral Salamanders are one of the happy things in a D.K.'s career. Just be sure you keep them happy.

Once you have enough mana to cast Summon Horny, he will let you know. You should try to wait until you have maximum mana (200,000) before you cast him, as this will make him stay longer. Once you feel ready, cast his Summons to the north, towards Lord Tiberius. As he progresses, keep your Imps busy claiming the land behind him, enabling you to drop your creatures down to help him. Yes, sometimes even Horny can use an extra hand or twenty.

Once Horny has battled everyone, he should find Lord Tiberius. Sit back, and savor the carnage. You earned it.



# REALM 15

## Fluttershire

Don't underestimate a Fairy. She may float like a butterfly, but she stings like a ... well, like a bolt of lightning.

### Action Item

At the beginning, work as fast as you can to rescue as many of your Black Knights as possible. They're not doing well, and they won't last too long before they die in the enemy's Prison. Then you can storm the Fairy Castle.

### Liabilities

- ① Fairy (8)
- ② Fairies (4,4,6,7)
- ③A Guards (5,5)
  - Fairies (2,3,3,3,3,3,3,3,4,4,4,4,4,4,5,6,6,6,7,7,7,7,7,8,8,9)
  - Knights (2,3,3,4,4,5,6)
  - Elven Archers (4,5,5,6,6,7)
- ③B Fairies (1, 2, 3,3,3,3,3, 3,3,3,3,3, 4,4,4,4,4, 4,4,4,4,4, 4,4,5,5,5,5, 5, 6,6,6,6, 6,6,6,6,6, 6,6, 7,7,7,7,7, 7,7,7, 8,8,8,8, 9)
  - Knights (3,3, 4,4,4,4, 4,4,4, 5,5, 6, 7,7,7)
  - Monks (3,5,5,6,7,7,8)
- ④ Fairies (4,5) ▲ Knight (2), Fairies (2,3)
- ⑤ Fairies (1,2) ▲ Knight (3,4), Fairies (3,4), Monks (3,4)
- ⑥ Fairies (3,5,8) ▲ Knight (3), Monk (2), Fairies (2,3)
- ⑦ Fairy (7) ▲ Knights (3,4)
- ① Sentry Trap ▲ Fairies (3,4), Monks (3,4)
- ② Spike Trap ▲ Knight (2), Fairies (all 1)
- ③ Lightning Trap ▲ Knight (1), Fairies (1,1)
- ④ Boulder Trap
- ⑤ Freeze

### New Assets

None



# Business Model A

## (rusade at Fluttershine

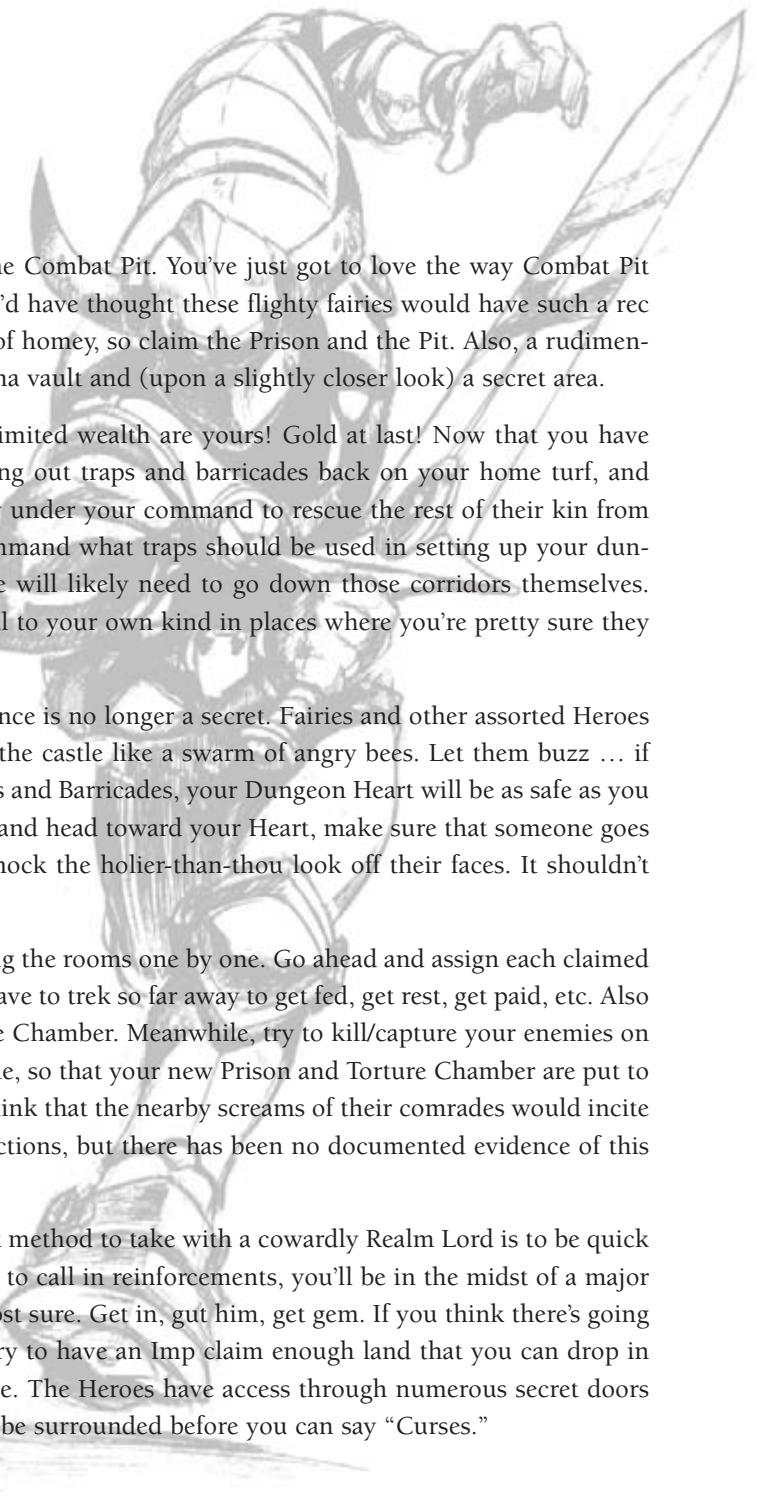
This is one of those “limited resources” challenge that seem so prevalent in this, your chosen career path. The good news is that you actually have the upper hand: the Heroes are reactionary and straightforward, and you are charismatic and evil enough to be irresistible to all the local talent … and ladies and gentlemen, these locals are talented.

Crack the whip and get those Imps moving: it’s digging and polishing time. You need to claim all the territory to Prison 3 as fast as you can. This is mostly a precautionary measure that you’re familiar with … and thus you understand that while actual tunneling speed is most important, it’s *really* helpful if you can stop those little diggers from breaking through any time you see a reason to believe they’re about to go through a last line of bricks. That’s when you stop them and send them to help their brethren make the rough corridor fit for your domain. Anyway, back to the work at hand. You’ll pass a Mana Vault on the way, and while that’s definitely worth a detour to claim the vault and the mana therein, you can do that just fine with one Imp. Give the Imp a fighter-escort if you think it’s necessary. Give it a slap if you think it’s fun.

Welcome the Black Knight into your band of miserable monsters, and head back for home.

Return to your Dungeon Heart. Don’t take the time to try any interior decorating, just send your Imps digging south. You’ll find Knud the Mad Troll, who may or may not be enjoying his life of solitude, no matter what he says, and recruit him. If Mad Troll can’t be happy with you, what’s the world coming to? He’ll be useful in your Workshop, and that’s what’s important, anyway — you need traps, and he’s the Troll for the job. You know what they say: “A corridor without traps is just a Hero Highway,” and should be avoided whenever possible.

This next breakout will take a bit of finesse to do right, although it can be done quite handily with simple brute force. Keep an eye out for the Guards of Prison 2. The best time to break in is when they begin to head to Prison 4. Have your Imps dig on your command. With luck, you’ll be able to claim the Prison before you’re discovered, or if that’s not possible, lure them onto your claimed territory before you kill them … *then* claim the Prison.



Next on your list is Prison 4 and the Combat Pit. You've just got to love the way Combat Pit sounds coming off the tongue. Who'd have thought these flighty fairies would have such a rec room? The whole thing looks kind of homey, so claim the Prison and the Pit. Also, a rudimentary exploration should reveal a mana vault and (upon a slightly closer look) a secret area.

Now another Black Knight and unlimited wealth are yours! Gold at last! Now that you have resources, use Knud to start cranking out traps and barricades back on your home turf, and command the Black Knights already under your command to rescue the rest of their kin from Prison 1. Remember, when you command what traps should be used in setting up your dungeon defense, that your own people will likely need to go down those corridors themselves. Only place those traps that are lethal to your own kind in places where you're pretty sure they won't wander.

By this time the secret of your presence is no longer a secret. Fairies and other assorted Heroes will begin to attack, coming out of the castle like a swarm of angry bees. Let them buzz ... if you've already established your traps and Barricades, your Dungeon Heart will be as safe as you can make it. If fighters get past you and head toward your Heart, make sure that someone goes to finish them off after the Traps knock the holier-than-thou look off their faces. It shouldn't take much backup power at all.

Push forward at a slow pace, claiming the rooms one by one. Go ahead and assign each claimed room a use so your creatures don't have to trek so far away to get fed, get rest, get paid, etc. Also important would be a Prison/Torture Chamber. Meanwhile, try to kill/capture your enemies on your own territory whenever possible, so that your new Prison and Torture Chamber are put to immediate use. One would like to think that the nearby screams of their comrades would incite the Fairies & Friends into foolish actions, but there has been no documented evidence of this to date.

Now it is down to the wire. The best method to take with a cowardly Realm Lord is to be quick and decisive. If he gets enough time to call in reinforcements, you'll be in the midst of a major battle right when victory seemed most sure. Get in, gut him, get gem. If you think there's going to be any trouble doing it quickly, try to have an Imp claim enough land that you can drop in reinforcements as quickly as possible. The Heroes have access through numerous secret doors into Lord Volstag's room, and you'll be surrounded before you can say "Curses."

# Business Model B

## Storming Fluttershine

Your first task should be to order the necessary forces to move north to Portal 1. This is the only unguarded Portal, and there is plenty of gold en route to build up an excellent foundation for your fledgling dungeon.

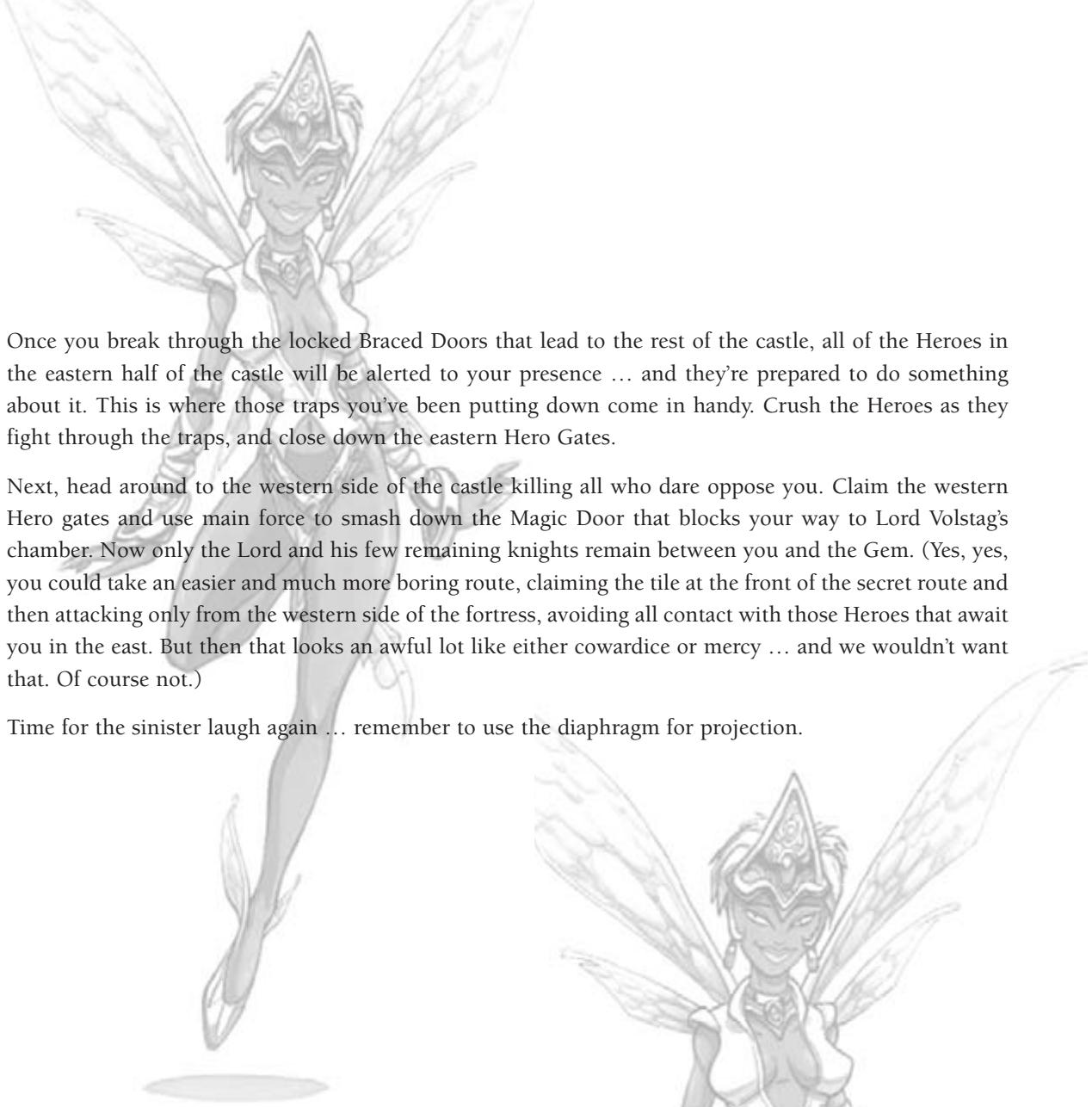
After you have that under control, leave most of your Imps to do the tidying up, but take a few and the bulk of your fighting force and head to the southern Portal closest to you. This one has two Fairies guarding it ... and these can come as a real shock even if you're expecting them! Kill them both, take care of your creatures and then take a short breather.

Invest in a Combat Pit as soon as you can afford one at this point. That it will attract Black Knights is reason enough to spend the time and money. The added bonus, that it can train your troops up to Level 8 without needing actual combat time, is equally valuable.

Once you've got that underway, send your miners out to the north and south to the Portals that are farther out. Claim territory as you go, because you can expect to encounter some random Fairies, just fluttering around for the exercise or whatever it is that Fairies flutter for. Kill or capture them, and then poke around and claim the Mana Vaults and neutral rooms as you come to them. All this time you should be claiming the Portals and doing general housekeeping. Housekeeping means putting in traps and doors and barricades and what have you, because once you crack that fortress, you're going to have a Fairy flood on your hands. There should be no passageway going to the castle that isn't one long death walk.

Now to the attack ... if you're thinking of just knocking down the front door and barging in like malevolent missionaries, think again. Do *not* attack through the main entrance, attack from the sides and avoid the main Fairy army for now.

The textbook flank attack is to avoid the rounded rooms that are directly to the north and south of the main entrance and aim your legions instead for the square rooms that are to the west of them. Nice and out of the way, where they're not expecting a full force attack. Once there kill the Heroes within and get your Imps claiming as fast as they can (being careful of any doors — they're Spike Trapped).

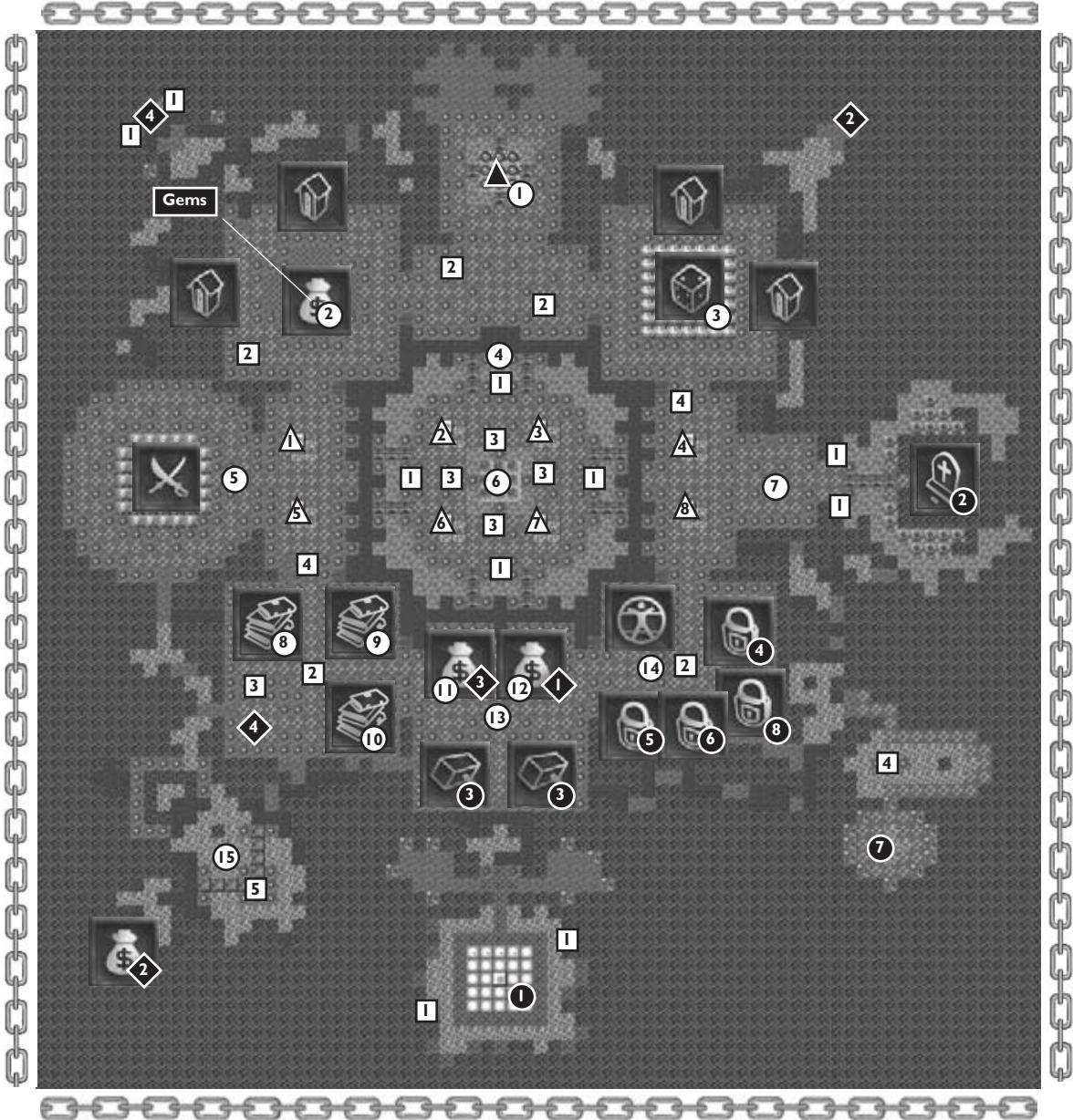


Once you break through the locked Braced Doors that lead to the rest of the castle, all of the Heroes in the eastern half of the castle will be alerted to your presence ... and they're prepared to do something about it. This is where those traps you've been putting down come in handy. Crush the Heroes as they fight through the traps, and close down the eastern Hero Gates.

Next, head around to the western side of the castle killing all who dare oppose you. Claim the western Hero gates and use main force to smash down the Magic Door that blocks your way to Lord Volstag's chamber. Now only the Lord and his few remaining knights remain between you and the Gem. (Yes, yes, you could take an easier and much more boring route, claiming the tile at the front of the secret route and then attacking only from the western side of the fortress, avoiding all contact with those Heroes that await you in the east. But then that looks an awful lot like either cowardice or mercy ... and we wouldn't want that. Of course not.)

Time for the sinister laugh again ... remember to use the diaphragm for projection.





### Liaibilities

- ⚠ Knight (5), Wizard (6), Thief (5), Dwarf (6)
- ⚠ 4 Knights (all 1)

- |     |  |     |   |
|-----|--|-----|---|
| ⚠ 3 | 4 Wizards (all 1)                            | ⚠ 6 | 4 Monks (all 1)                               |
| ⚠ 4 | Knight (7), Dwarf (6), Fairies (6,8,8)       | ⚠ 7 | 4 Fairies (all 1)                             |
| ⚠ 5 | Knight (5), Guard (3), Wizard (4), Dwarf (6) | ⚠ 8 | Knight (5), Giants (3,3), Monk (3), Dwarf (6) |

# REALM 16

## CREEP INTO STONEKEEP

This realm requires a great deal of patience and stealth ... strong opponents vastly outnumber you. Only the Secret Door will protect you from the Heroes whose castle you must take piece by piece without the Lord's Knowledge.

### Assets

- ① 4 Imps (all 5)
- ② Vampire (5)
- ③ Troll (5)
- ④ Bile Demon (3),  
Black Knight (4)
- ⑤ Goblin (3)
- ⑥ Mistress (3)
- ⑦ Salamanders (3,3,3)
- ⑧ Warlock (3)
- ⑨ Make Safe
- ⑩ Increase Level
- ⑪ Mana Boost
- ⑫ Mana Vault

### Liabilities

- ① Guards (4,4,5,5)
- ② Thief (3,3,4)
- ③ Knight (4,5,6)
- ④ 8 Dwarves (all 6)
- ⑤ Wizards (6,6), Dwarf (5),  
Elven Archer (5)
- ⑥ 2 Fairies, 2 Wizards,  
2 Guards, 2 Giants  
(all 6); Lord Pureheart (9)
- ⑦ Monks (4,4,4,7)
- ⑧ Wizards (4,5)
- ⑨ Wizards (5,6)
- ⑩ Wizard (4)
- ⑪ Thieves (4,5)
- ⑫ Dwarf (3)
- ⑬ Elven Archer (4)
- ⑭ Guards (3,4)
- ⑮ Fairies (3,5)
- ⑯ Sentry Trap
- ⑰ Alarm Trap
- ⑱ Lightning Trap
- ⑲ Gas Trap
- ⑳ Boulder Trap

### Action Item

Use Secret Doors to conceal the areas you've taken over. Hide from patrolling Heroes until you're strong enough to kill all who oppose you.



### New Assets

- Secret Door
- Lightning Trap
- Create Gold spell

# Business Model

Prepare yourself for a challenge ... even though this realm will be won more by skulking and hiding than smashing and hitting, that doesn't mean it's going to be any easier than others. This will truly test the mettle of your soot-black soul.

First off, lock the door. By ensuring that the Wooden Door to the north of your dungeon is locked, you will keep any errant Imps from wandering into view and causing an alarm to go up. Keep them busy, instead — command them to mine out the two areas of rock and gold and put down a Lair and Hatchery. Remember the old dungeon adage “An Imp in the hand is worth two in the bush” — Imps do not become angry when picked up, so this is the best way of ensuring that they do only what you tell them to do. Have them mine out the lone bit of solid rock, and then onward to the Workshop. Therein are two neutral Trolls who will prove to be invaluable.

*Do not let the Imps mine into the castle, as the Heroes who patrol the castle’s corridors will notice them, and concentrate on destroying you and your dungeon. Claim the Workshops — you’ll find several Secret Door crates in the Workshops. These will be enough to keep you going for a while. Take one and immediately seal any dungeon entrances that Heroes might possibly stumble across.*

You will now need to recruit some of the local talent. Gnashing his fangs in Prison is a Goblin, which you can reach from the eastern Workshop through a passage dug through ordinary stone ... there's one that snakes its way through the impenetrable rock. When you dig up to the Prison stay alert: the Prisons are patrolled by Guards. If they see you, they will hunt you down and you probably don't have the ability to take them on yet. (*Sight of Evil* proves a very useful method of keeping your eye on things.) Claim the cell and replace the Wooden Door with a Secret Door. Lock the door.

From this first prison, mine east to reach a second cell containing a Mistress. Repeat this process until all of the cells are yours. Don't get careless ... you cannot afford to be reckless and have a do-gooder poking his nose into your affairs, so always replace the Wooden Doors on the cells with Secret Doors. Once this is done, this area is secure and can be used for whatever purpose you desire, so long as the Secret Doors remain locked.

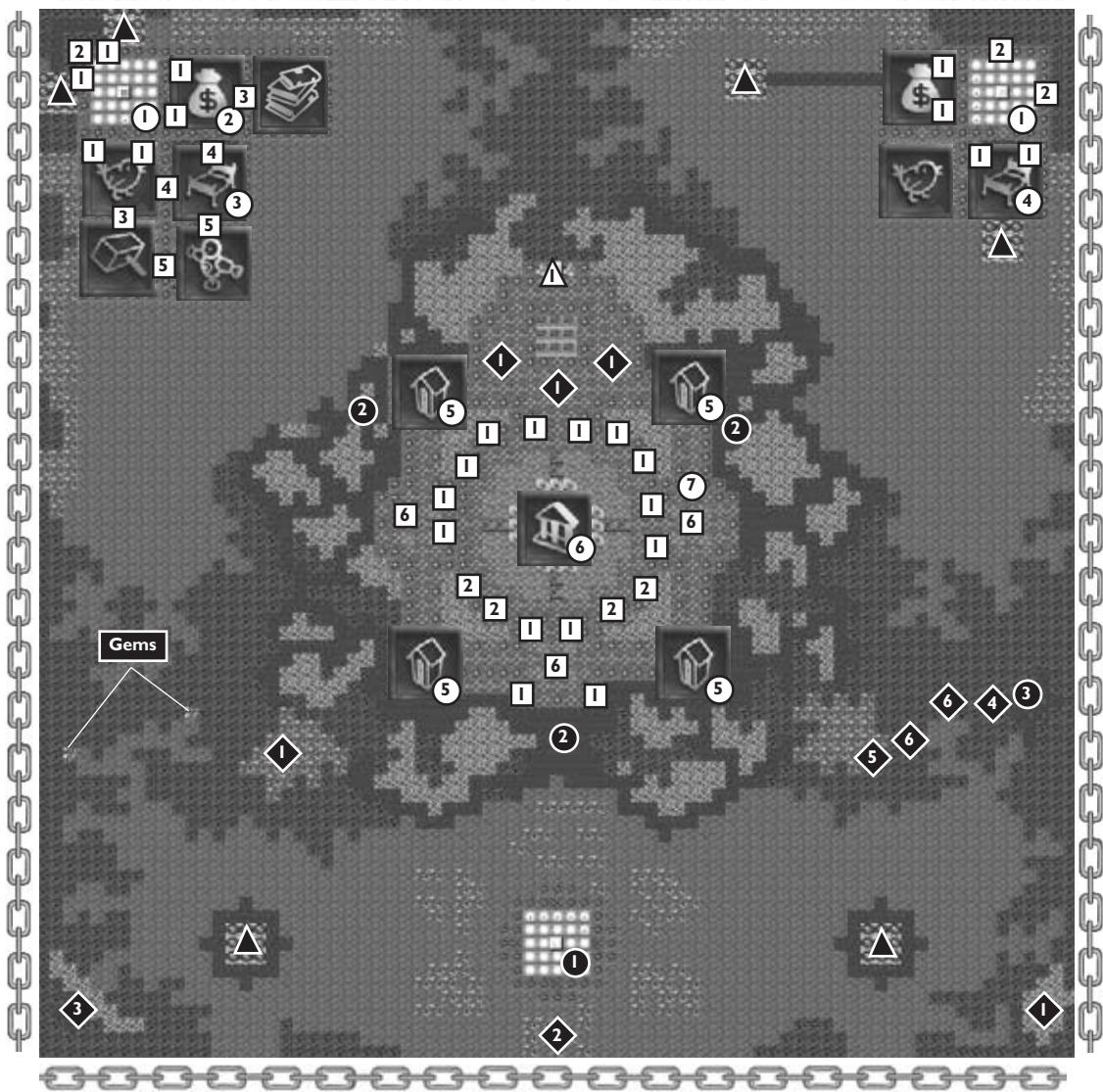
Gold will probably have been fairly scarce up to now, but now you can fix that. To the north of your Workshop lie two Hero Treasuries. Wait for the Hero patrols to go past before launching an assault and claiming the rooms. An alarm may be raised, but as long as the patrols are nowhere near at the time, your new-found creatures should take care of any Heroes they find. Use the gold to finance a Torture Chamber so no good Hero goes to waste.

Of course, these deposits of gold will only last for a short time (what with wage demands, room construction, etc.), so another solution must be found. From the western Workshop another passageway snakes away towards a Library. A lone Wizard researches there, but as long as you ensure that the Hero patrol is nowhere near, he's an easy mark. Sight of Evil is an absolute necessity from now on in as you move into unknown territory. (You did set a Secret Door at the entrance to this Library, didn't you?) Once you've recruited a Warlock, set him to researching. Once he discovers how to Create Gold, you're set for life.

Notice that there are channels of ordinary rock and lava skirting the exterior of the castle, which provide a safe route between rooms. Follow these and capture the Graveyard and the Combat Pit — with these you can recruit some truly powerful creatures.

If you ever feel in doubt, wait: there is no time constraint. If your creatures get into a fight it is best to pull them all out — enemy reinforcements will soon arrive and you may be faced with a battle that you cannot win. Furthermore, you can only afford to be spotted a few times before Lord Pureheart grows suspicious and calls in extra patrols.

When you complete your circuit of the castle, you'll find a Portal. Claim this, and slap a Secret Door on it. Take your time — mine out the rock to the north and allow your minions to build Lairs in this new area. Your dungeon should now be complete and you will be able to train your creatures to a sufficient level to slay Lord Pureheart who resides deep within his fragile, compromised castle. When you're ready, flood the corridors and leave no one alive.



## Liabilities

- |          |                |          |              |
|----------|----------------|----------|--------------|
| <b>1</b> | Sentry Trap    | <b>4</b> | Spike Trap   |
| <b>2</b> | Lightning Trap | <b>5</b> | Boulder Trap |
| <b>3</b> | Freeze Trap    | <b>6</b> | Gas Trap     |

# REALM 17

## ANGELIC MOONSHINE

Essentially this realm can be described as a King of the Hill realm — you have to gain control of the Centre Ground, hold it, and kill as many Heroes as you can, all the while keeping the other Keepers from killing too many of either the Heroes (whom you need yourself) or your own creatures.

### Assets

- ① 6 Imps (all 1)
- ② Salamanders (3,3)
- ③ Skeletons (4,4)
- ◆ Increase Level
- ◆ Mana Boost
- ◆ Make Safe
- ◆ Reveal Map
- ◆ Make Happy
- ◆ Mana Vault

### Liabilities

- ① 4 Imps (all 1)
- ② Mistresses (6,6,7), Warlocks (6,7), Bile Demons (7,8), Black Knights (6,7)
- ③ Black Knights (7,7,7)
- ④ Vampires (6,7,8,8,8), Mistresses (7,7,8,8), Black Knights (8), Bile Demons (7,8)
- ⑤ Wizard (6), Royal Guard (6), Elven Archer (8)
- ⑥ 30 Dark Angels (all 10)
- ⑦ 5 Royal Guards (all 8)
- ▲ Royal Guards (4,4), Dwarves (2,4), Wizard (6), Thief (4), Elven Archer (3), Monk (5)
- ▲ Royal Guards (2,6), Wizard (3), Monk (4), Dwarves (3,3), Thief (2), Elven Archer (3)
- ▲ Royal Guards (6,6), Thieves (3,5), Guard (3), Elven Archers (4,4), Wizard (6)
- ▲ Thief (7), Wizard (6), Elven Archer (5), Royal Guards (5,6), Monk (8), Dwarf (7)
- ▲ 3 Wizards (all 7), Knight (6), Thief (5), Guard (8), Monks (6,8)
- ▲ Thief (5,6), Guard (6,3), Monk (8), Knight (6), Royal Guard (7), Wizards (7)
- ▲ Monks (8,8,8), Elven Archers (6,7,8), Royal Guard (7), Knight (10)
- ▲ Monks (7,8), Knight (7), Wizard (5), Giant (6), Elven Archer (5,5)

### Action Item

Attract the Dark Angel to your dungeon by slaughtering at least 20 Heroes.



### New Assets

Temple

Dark Angel

# Business Model

This is another one of those “watch the clock” realms … with speed equating to survival on a very real level. The problem, of course, is that *everyone* knows how important speed and timing is. In other words, you have enrolled in a carnage competition and there’s no time to dilly-dally.

Tunnel to the east and west to reach the Portals, and direct your Imps to carve out a series of 5x5 chambers around each Portal. Mine all of the gold as quickly as you can (having a Treasury nearby is useful), and create all of the Imps you can. A good goal is to have a separate mini-dungeon around each Portal to minimize the amount of time your creatures spend wandering around. Rooms such as a large Combat Pit and Training Room serve well on one side, whilst your Library and Workshop can be constructed at the other. Each separate dungeon will obviously need their own Lair, Hatchery and Treasury.

On the other hand, you’ll only need one Prison, Torture Chamber and Graveyard, so you can build these closer to your Dungeon Heart, but remember … these rooms are for converting the enemy Keepers’ creatures, not the Heroes. Heroes must be killed: blood and death are the only things that attract Dark Angels.

Do not forget to construct a killing ground, full of traps and barricades, near every entrance to your dungeon. You have to fight a battle on more than one front, and you’ll lose just as quickly if the enemy Keepers convert your creatures than if they kill the Heroes first.

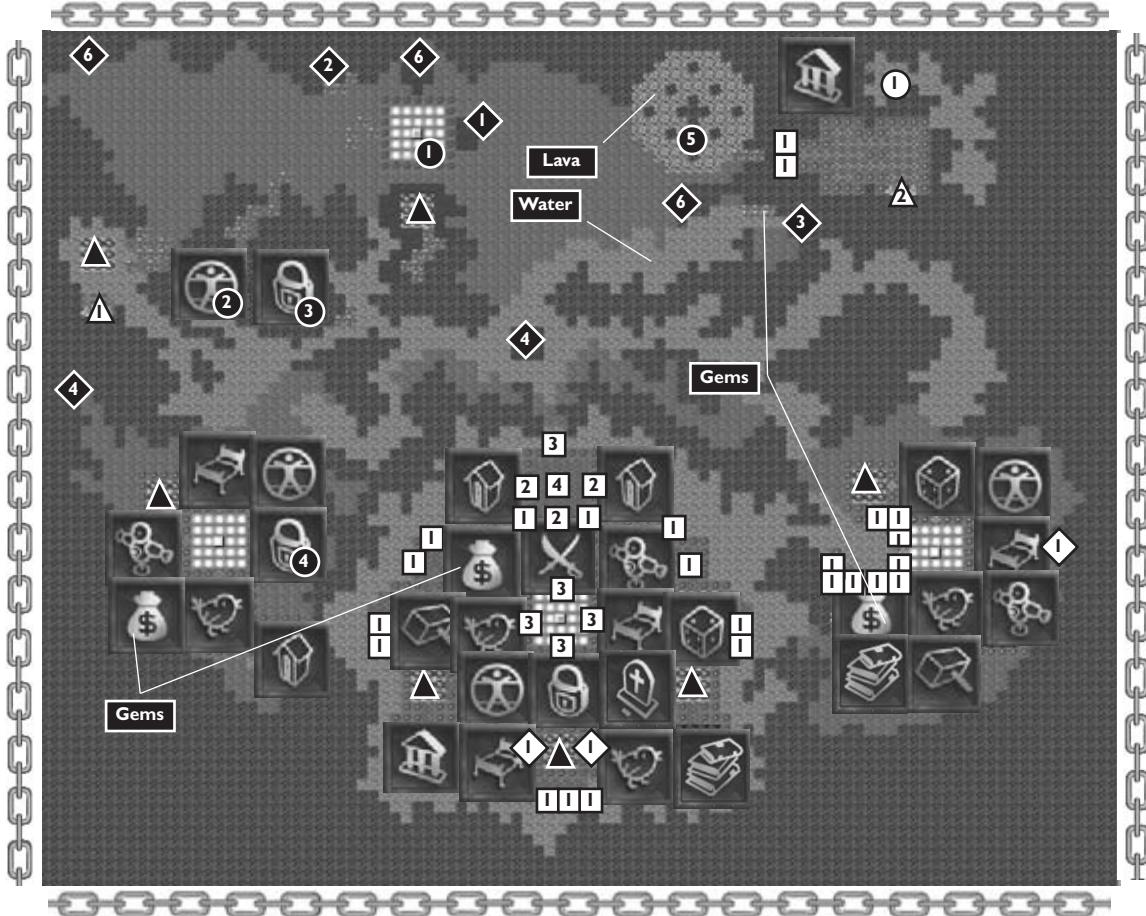
In the interest of speed, take note of the two Mana Vaults that lie to the north of the southeastern Portal. With this extra mana you can create many more Imps … and more Imps mean bringing your dungeon to its maximum efficiency more quickly. In addition, north of the southwestern Portal lie two gem blocks, which will fund your endeavors. Be sure to keep these areas as safe as possible with traps, etc.

Meanwhile, you should be keeping your goals firmly in mind. You’re in luck, because at each corner of the Temple complex you’ll find a Guard Room containing numerous Heroes. Slaughter these as soon as possible, and you will gain an advantage over the other Keepers. Every bit counts. But take note: these Heroes are inevitably at a higher level than your creatures, and they’ll be very difficult to kill. You’re going to need to cheat before you can be assured of your troops … you’re going to have to “pre-damage” them as much as possible. Therefore, in front of your dungeon, construct Boulder Traps that can be slapped into the Temple complex to soften up any marauding Good guys. Any time your rivals gain an upper hand in the race to kill twenty Heroes, this same boulder-slapping technique can be used to keep their creatures to a minimum.

Eventually, your minions will be of sufficient level so that you can attempt to take the Temple for yourself, instead of merely luring Heroes out and killing them. Be warned, though, that it is guarded by the Royal Guards. These staunch and muscular warriors will prove to be a tough challenge even for a group of battle-hardened Black Knights. As your troops take on the Royal Guards, try to have your Imps claim as much territory as possible. Even more effective, once one patrol of Heroes has been killed, it may well take some time before their replacements arrive. Take advantage of this time to claim as much of the Temple complex as you can. The more of the Temple you control, the more you can cast spells down on the Heroes and heal your own. This obviously means that you are going to need as much mana as you can get, so back on your own territory you should make sure that praying creatures are racking up as much mana as they can. This is, in fact, a decisive tactic. You haven't forgotten that More is More, have you?

Remember your goals, and don't lose track of the priorities. Kill Guards, keep Keepers from killing Guards, keep Keepers from killing you. Don't spend too much time fighting the enemy Keepers unless they are engaged in fighting the Heroes.

Once twenty Heroes have been slain by your minions, the Dark Angels shall be yours. Essentially, once you get these, you've won. Allow them to establish homes in your Lair and then put them to work. Their power is immense and they should be able to take the rival Keepers on their own, although the sheer carnage of letting all your creatures wreak havoc is heart warming. Combine your forces and lead assaults on the Hearts of the enemy Keepers which the Dark Angels have revealed, and another Portal Gem will be yours.



# REALM 18

## THE BROTHERHOOD OF CHERRY BLOSSOM

The Master Keeper has allied 2 other Keepers against you. All 3 must die, but systematic destruction is not always the best way. Sometimes chaotic carnage is called for.

### Assets

- |   |                     |   |                |
|---|---------------------|---|----------------|
| ① | Mistresses (1,1)    | ◆ | Increase Level |
| ② | Mistresses (1,1)    | ◆ | Mana Boost     |
| ③ | Skeletons (1,1,1,1) | ◆ | Make Safe      |
| ④ | Dark Elf (6)        | ◆ | Reveal Map     |
| ⑤ | Salamanders (1,1,1) | ◆ | Make Happy     |
|   |                     | ◆ | Mana Vault     |

### Liabilities

- |   |                                   |   |  |
|---|-----------------------------------|---|--|
| ① | Fairies (1,1,3,3,4,4,5)           | ▲ | Dwarves (5,6),<br>Monks (4,5),<br>Knights (4,5), |
| ① | Sentry Trap                       | ▲ | Dwarf (6), Knight (5),<br>Elven Archers (5,6,6)  |
| ② | Spike Trap                        | ▲ | Royal Guards (4,4),<br>Knight (6)                |
| ③ | Freeze Trap                       | ◆ | 2 Claimed Mana Vaults                            |
| ④ | Fireburst Trap                    |   |  |
| ▲ | Elven Archers (2,2,3)             |   |  |
| ▲ | Royal Guards (4,4),<br>Knight (6) |   |  |

### Action Item

Use your weapon in your arsenal, every creature at your disposal and twisty trick you can devise to kill everyone within the realm.



### New Assets

Fireburst

# Business Model

Frankly, Keeper, if ever you desired to just let your evil inclinations have rule, this is the realm for you to follow through on your impulses. Everything and anything is possible ... there are no spell or room restrictions, no time constraints, nothing but admittedly difficult opponents to crush before they crush you.

However, if advice would make you feel more comfortable ....

The first targets for your acquisition are whatever's in the neighborhood. You could set your eye on any or all of the nearest rooms, which include a Portal, a neutral Prison and a Torture Chamber. Sequence is not necessarily important, although that order is as good as any. A Training Room is a good thing to make, as you can start increasing your creatures' experience, and will also be ready in the event you find any Salamanders.

When you have a few creatures, claim the second Portal. It is next to a Hero Gate. You can expect a few Hero parties of Elven Archers to arrive periodically, and probably an elite unit of a higher-level Knight and a couple of Royal Guard before the Gate collapses.

Recruit the neutral Salamanders (good thing you have a Training Room, yes?) and bridge across their lava expanse to the entrance to the small Hero fort. Expect heavy resistance from the Warriors there. If you can sneak in and claim the first chamber before you're attacked, it will certainly help matters. Not only can you place traps to your heart's content — as many as you can conveniently fit, anyway — but you can provide instant backup and healing where necessary. Don't forget to convert them.

Claim as much of the fort as is convenient, and then dig through the eastern wall of the fort into the watery area populated by Fairies. Vanquish them, and then bridge to and claim the neutral Temple.

Dig to the gems and build a Treasury close by. That's always a happy thing! Meanwhile, explore as much of the river as possible. Time is now on your side ... you've got an infinite supply of money and enough rooms to be attracting all sorts of mighty minions. Crack your knuckles and get to work exploring the possibilities of the four possible breach points into the "Dons" territory.

Keep in mind that you only have to kill Nemesis — the Keeper in the center — he is the one who holds the Gem. There are several ways to take the enemy Keepers, and it's worth taking the time ... just keep your ultimate goal in mind. Training Rooms are good enough for doing preliminary work, but Combat Pits are almost necessary for you to actually tackle Nemesis at the end.

A recommended approach is to first attack Fabian, by bridging as close to him as possible and then building a bank of Sentry Traps. When those are in place, knock an entrance through his walls about three tiles wide. Then drop your creatures behind the Sentry Traps and place a Call to Arms on his Dungeon Heart. Your creatures should stream into his dungeon, taking on all comers and wreaking general havoc. It will be especially aggravating to Fabian if you send in your Imps to claim his land while his creatures are still fighting their final battle. This, of course, increases the chances of your being able to capture your opponents.

On Fabian's destruction, his father and brother will move in to attack. This is actually quite good news. It is obvious to any tactician that the more creatures sent on away-missions to attack you, the less there are guarding their respective dungeons.

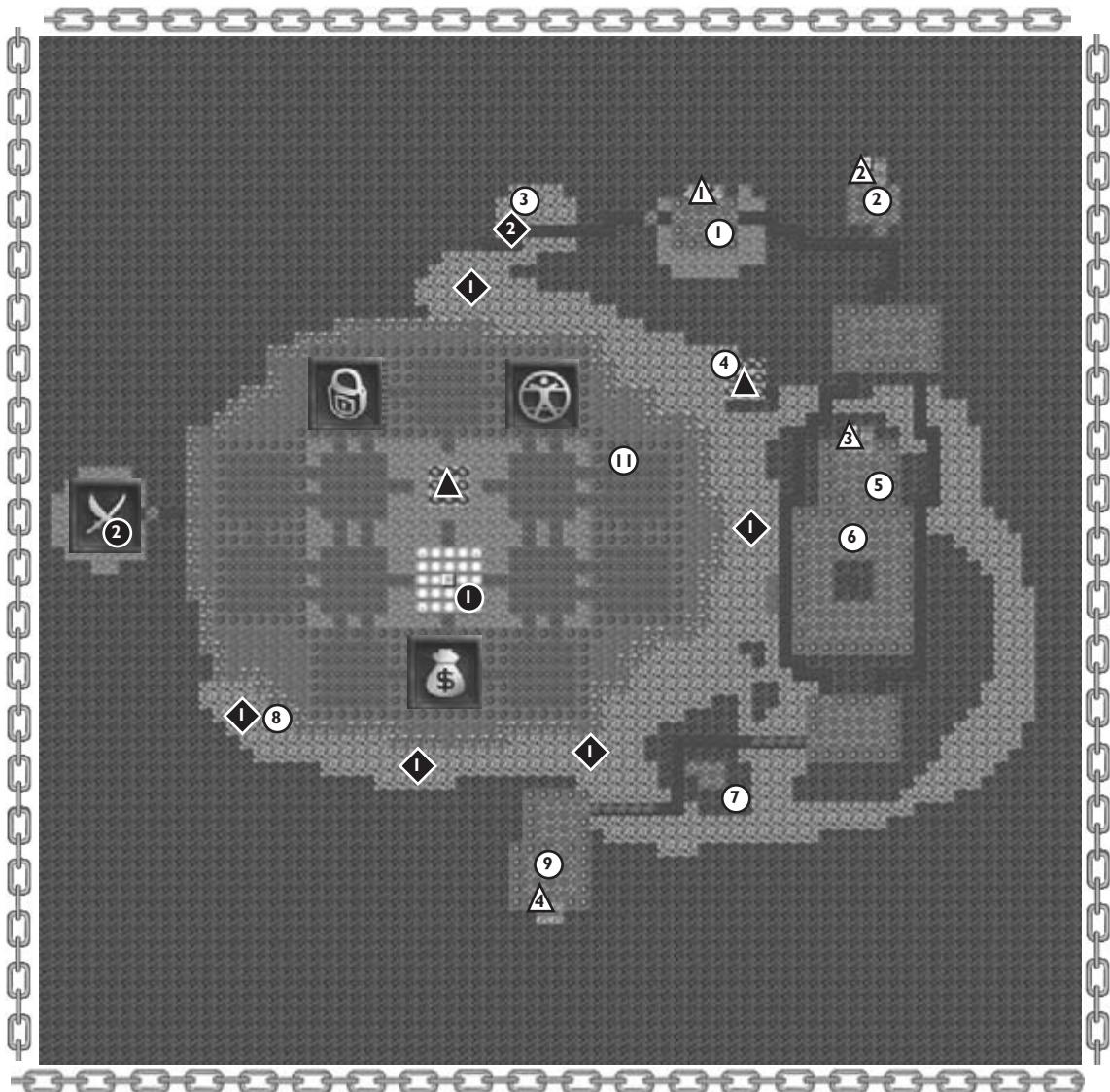
Claim all of Fabian's rooms and give your creatures time to rest and recuperate. When they're all feeling refreshed and ready to rumble, it's time to launch an attack into the side of Nemesis's dungeon.

Bridge to his westernmost Barricades and drop a few creatures down to break through — as soon as they are destroyed, drop some Imps in and command them to dig through. Your goal is to cast Tremor. You can also cast whatever else seems appropriate and affordable, but get at least one Tremor in to rattle him around a bit.

Once Nemesis's walls are breached, place Call to Arms on his Dungeon Heart and drop creatures as close as possible. The overall effect is even more deadly if you can place them so they arrive at roughly the same time. This may sound easy, but don't forget that while you are doing this, both Nemesis and Faust (if he's still around) will be attacking your troops. To ensure an easier victory, try leading a Black Knight and a few other Grouped creatures straight to Nemesis's Heart while your other creatures fight off his forces. Don't forget to use that Heal spell ... that can mean the difference between a successful battle.

If you have the mana for a summons, Horny is always a welcome arrival at this point.

There. A job well done. Congratulations, Most Sinister One!



# REALM 19

## BUTTERSCOTCH

### INTERCEPTION

King Reginald has sent his three sons to patrol this land and report any threat. Between them they hold the secret of the Portal Gem. Be wary: if any Prince is injured, they will all attempt to flee the realm through Hero Gates, and if any of them either escapes your clutches or dies before revealing his secret, you will be unable to locate the Gem.

#### Action Item

You must capture and convert each Prince.



#### Assets

- ① 4 Imps (all 1)
- ② Black Knight (10)
- ◆ Increase Level
- ◆ Reveal Map

#### Liabilities

- ① Giants (3,3,5,5)
- ② Giants (4,5,5)
- ③ Giants (4,4,5)
- ④ Elven Archers (1,1,1)
- ⑤ Guards (3,3,4)
- ⑥ Guards (4,4,5,5)
- ⑦ Guard (4)
- ⑧ Fairies (1,1,1,2)
- ⑨ Guards (2,3,3)
- ▲ Prince Tristan (6), Wizard (6), Royal Guard (5), Elven Archers (5,6)
- ▲ Prince Felix (6), Giant (6), Royal Guards (5,6), Elven Archer (5)
- ▲ Prince Balder (5), Fairies (4,5,7), Royal Guard (6), Elven Archer (4)

#### New Assets

None

# Business Model

This is your penultimate challenge ... grab the Princes, break their tender hearts, twist their shiny souls. How can you help but love your job?

First off, you start off in a dungeon that already has plenty of space ready-dug and claimed by your industrious Imps, including a Prison, Torture Chamber and Treasury. That's an excellent beginning. It's entirely up to your own inclinations when to bridge over to the Portal at the center of your dungeon. It really doesn't matter much, as long as you get to work mining gold and building your choice of rooms first.

However, be warned that as soon as you open up your dungeon to the lava that surrounds you on three sides, a group of Fairies will attack you. That's going to hurt, so make sure you've got some strong fighters first. In fact, it's a good idea to go introduce yourself to the neutral Level 10 Black Knight who resides to the west.

Your absolute, number one, no-jokes-about-it priority is to not lay a finger on any of the three Princes until you are sure that you are completely ready to stop them from escaping. Unfortunately, you've got a band of blood-thirsty, trouble-making leg-breakers working for you, so it's not a bad idea to sack all your Fireflies (you don't need random exploration around here) and to lock all the other creatures in your dungeon to prevent them from starting anything when you're not looking. That's what they do, and it would be disastrous under the circumstances.

Meanwhile, now that your creatures are happily training and eating and sleeping or what have you, send an Imp out to collect the Specials. *Keep your eye on this creature.* All you want is the Specials, not a chance encounter with one of the skittish Princes. The Specials in the lava that surrounds your dungeon are all Increase Levels; these are obviously very useful. The Giants to the north are guarding a Reveal Map special — this is invaluable for watching the movements of all those Princes. Information is the key word here. Omniscience is one of those really, really useful skills.

Take a look at your dungeon. Ignore your brute squads and death dealers for the moment and look at your manual laborers. Doors and bridges are going to play a large role in the upcoming battles. Do you have a good supply of strong doors? Do you have a lot of Imps ready to put things in place? Do you have enough money to build Stone Bridges wherever you want? That's what you need to concentrate on right now.

When you're ready, carefully send out some Imps, and make sure they do only what you want them to do.

Consider Prince Balder. He patrols the south of the realm, and can be rendered helpless without too much effort. Build Stone Bridges over to the bridges that the Prince patrols. Claim the Hero bridges. Then all you have to do is wait until he is on the island between them, and sell the bridges. It's almost pathetic how easy it is to cut him off from all the Hero Gates. He's apparently not very popular either, since you can leave him there for as long as you like and no one will head out to build him an exit. Tsk, tsk.

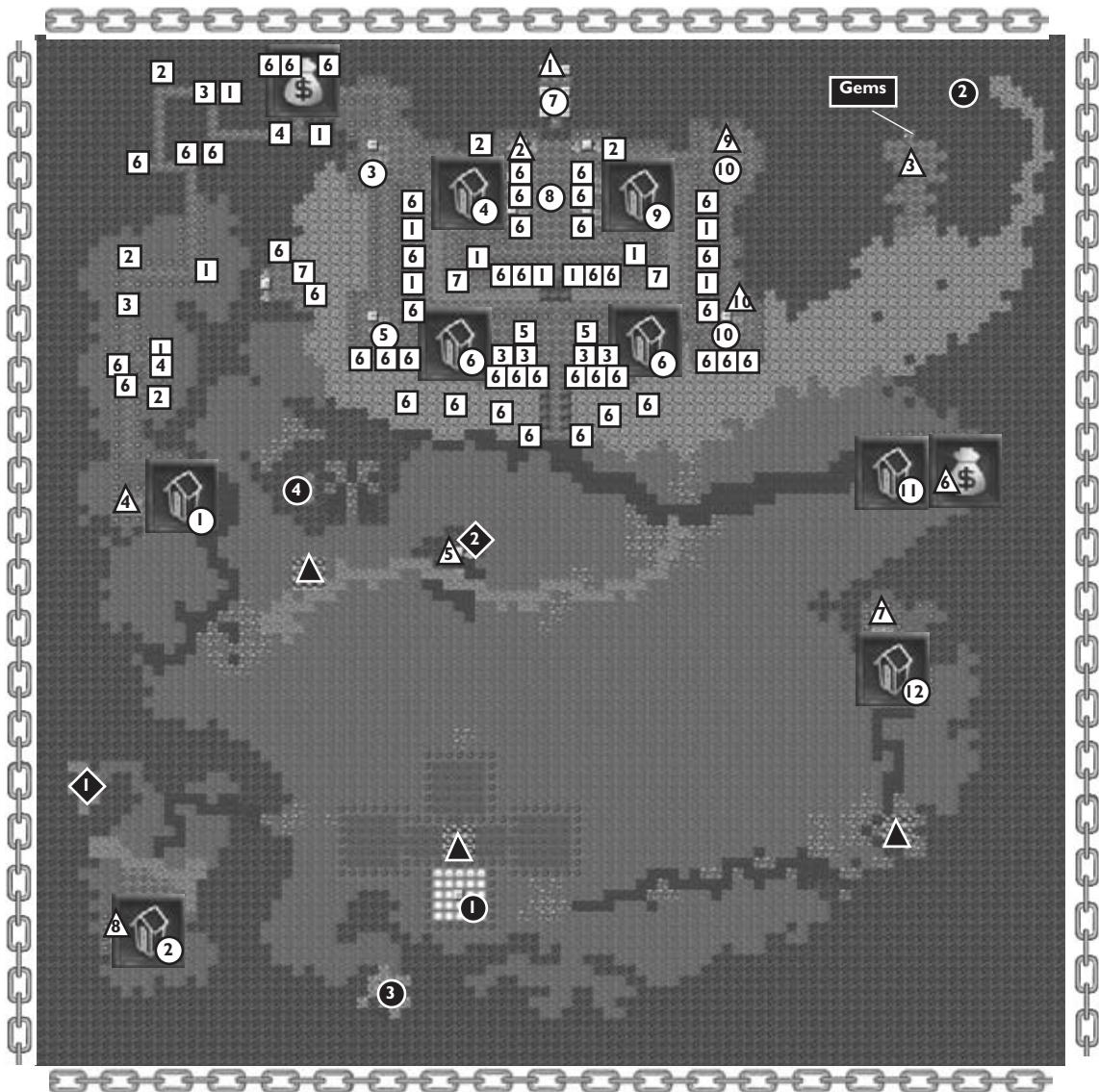
Now turn your attention to the other two Princes, Felix and Tristran. You've got two main choices here — attack them both at the same time (preferably at the point where their patrols intersect) and hope that you can bring them both down, or cut them off from their Hero Gates. There are a variety of ways this can be accomplished.

For instance, you could lure them out onto spurs of your own Stone Bridges, and then sell back enough to cut them off from the Hero Gates. That's always satisfying. You could also block their routes with locked Secret Doors. Trapped like rats in a box, they'll no longer be able to find their way to the Hero Gates.

Once you've got them all trapped, you can move on to the next stage. Send out an army of Imps to stand by, drop a fighter in with each Prince, and allow him to knock each one out. Then set your Imps to work building any necessary connecting bridges, and don't forget to unlatch any locked doors. Drop an Imp on each one to drag them back to your Prison. The fun is just beginning.

Now torture them with tender care and lots of Heal spells, and the secret of the Portal Gem will be yours. Note that once a Prince has converted to your side, he has told you all he knows and if he dies after that (say at the hands of his brother) it will be no loss to you.

Now it is time to face the ultimate task!



## Assets

- |   |                     |   |                      |
|---|---------------------|---|----------------------|
| ❶ | 5 Imps (all 1)      | ❶ | Heal All, Mana Vault |
| ❷ | Firefly (1)         | ❷ | Mana Vault           |
| ❸ | Salamanders (1,1,3) |   |                      |

# REALM 20

## REGICIDE AT HEARTLAND

You're almost there ... the Gateway to the outside can be had when you destroy the King, his forces and his final, last-ditch attempt to stop you ... his Stone Knights.

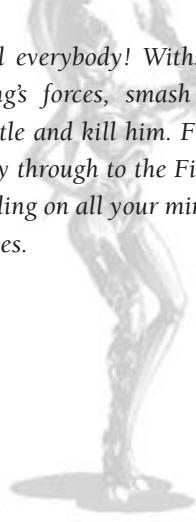
### Liabilities

- ① Wizard, Knight, Guard (all 3)
- ② Guard, 2 Thieves (all 1)
- ③ 2 Elven Archers, Monk, Wizard (all 8)
- ④ 3 Guards (all 10)
- ⑤ Guards (5,5), Fairy (7)
- ⑥ Guard (5)
- ⑦ Stone Knights (10,10)
- ⑧ King Reginald, 4 Wizards, 4 Royal Guards (all 10)
- ⑨ 3 Guards (all 10)
- ⑩ Guards (5,5), Fairy (7)
- ⑪ Knight (3), Guards (2,2)
- ⑫ Guards (1,1,1)
- ⑬ Lightning Trap
- ⑭ Boulder Trap
- ⑮ Freeze Trap
- ⑯ Spike Trap

- ⑤ 2 Sentry Traps
- ⑥ 1 Sentry Trap
- ⑦ Fear Trap
- ⑧ Knights (6,8), Wizards (5,10), Elven Archers (4,8), Monks (4,8), Thieves (4,4), Guards (3,3,5,5)
- ⑨ 2 Knights, 2 Wizards, 2 Elven Archers, 2 Fairies, 2 Monks, 4 Guards, 2 Thieves (all 10)
- ⑩ 3 Giants (all 8), 3 Fairies (all 6)
- ⑪ King Reginald (10), Royal Guards (5,5,9,9), Wizards (5,10,10)
- ⑫ Giants (2,2,3,3,3,4,4,5)
- ⑬ Dwarf (1), Knight (3), Wizard (3), Guards (1,1), Elven Archer (3)
- ⑭ Thieves (1,1,2,3)

### Action Item

Kill everybody! Withstand the King's forces, smash into his castle and kill him. Fight your way through to the Final Gem, calling on all your minions and allies.



### New Assets

None

- ⑤ Dwarf (1), Guard (1), Thieves (1,2), Elven Archer (1)
- ⑥ Dwarf (1), Knights (3,3), Guards (2,2), Elven Archer (3)
- ⑦ Elven Archers (1,1), Thief (1), Knight (3)
- ⑧ Thieves (1,1,2,3)

# Business Model

This is not only one of the most difficult realms to conquer, as befits the last bastion of Right and Goodness, but you can expect it to be one of the longest ones, as well.

Initially, expect to spend most of your time just surviving. There's no reason to hold anything back, and they know it. There are going to be waves of assaults, which you'll have to fight back, but you're also going to have to fight *forward*, pushing the Heroes back until you're finally fighting near the Hero Gate, hoping against hope that your Imps will be able to claim all the way around the Hero Gate before the next wave appears. Heal as many as you can, but expect to lose many a brave Imp. Swear to avenge them or simply shrug them off as acceptable losses. You'll get your revenge as you sway whatever Heroes are unfortunate enough to be captured and "persuaded" to see things your way.

Then turn your attention northwards, toward the next Hero Gate. As your Imps begin their work, a party of Level 10 Guards will try to prevent you. Your minions will probably outnumber them, but will have considerably less experience. It will be a bloody battle, but with your occasional intervention, your forces should emerge victorious.

Once you have disabled all the Hero Gates, slow your pace and consolidate your dungeon. Try to ensure that it is as comfortable and accessible as possible, and that it is running smoothly. Your search will now be to accumulate as much treasure as possible in order to finance further expansion. What you need, obviously is a gem block. Sadly, there are none convenient. Keep an eye on your finances, train your forces up as much as possible, and place traps and barricades in preparation for an invasion. Boulder Traps are always a useful choice, so make sure they're in the mix. When your redecoration is complete, it's time to strike directly at the King.

Beware his traps! As you tunnel around both sides, be at least forewarned that they are aware of the likelihood of an invasion, and have left defenses. Whenever faced with an enemy territory that's probably mined, dig a path down the side of the corridor to avoid any death-traps. If that's not possible, the best tactic is usually to Possess a low-level Imp and run down the path.

Soon you'll see the objective circle that is your target. There's a very angry King on the other side, and when you break down the walls, he and his warriors will charge your minions. You can use this to your advantage — by picking up your Imps and placing them down the corridor a ways, and then — as the King gets closer — picking them up and dropping them even farther. Eventually he will no longer be on his own land, but on yours. This eliminates his ability to heal himself.

When your boulders roll down upon his Guards, the wondrous orbs will knock them flying. As they pick themselves up, use your Hand to roll the boulders back in their direction, again and again. And again. When used with skill and a blood-thirsty intent, one boulder can wipe out not only King Reginald but his entire retinue. Thus you'll extinguish the last flicker of light in Harmonia.

Of course, there is the more direct approach of taking your entire horde to the King's fortress for one grand battle, but that is more risky, and why be forthright when you can be conniving?

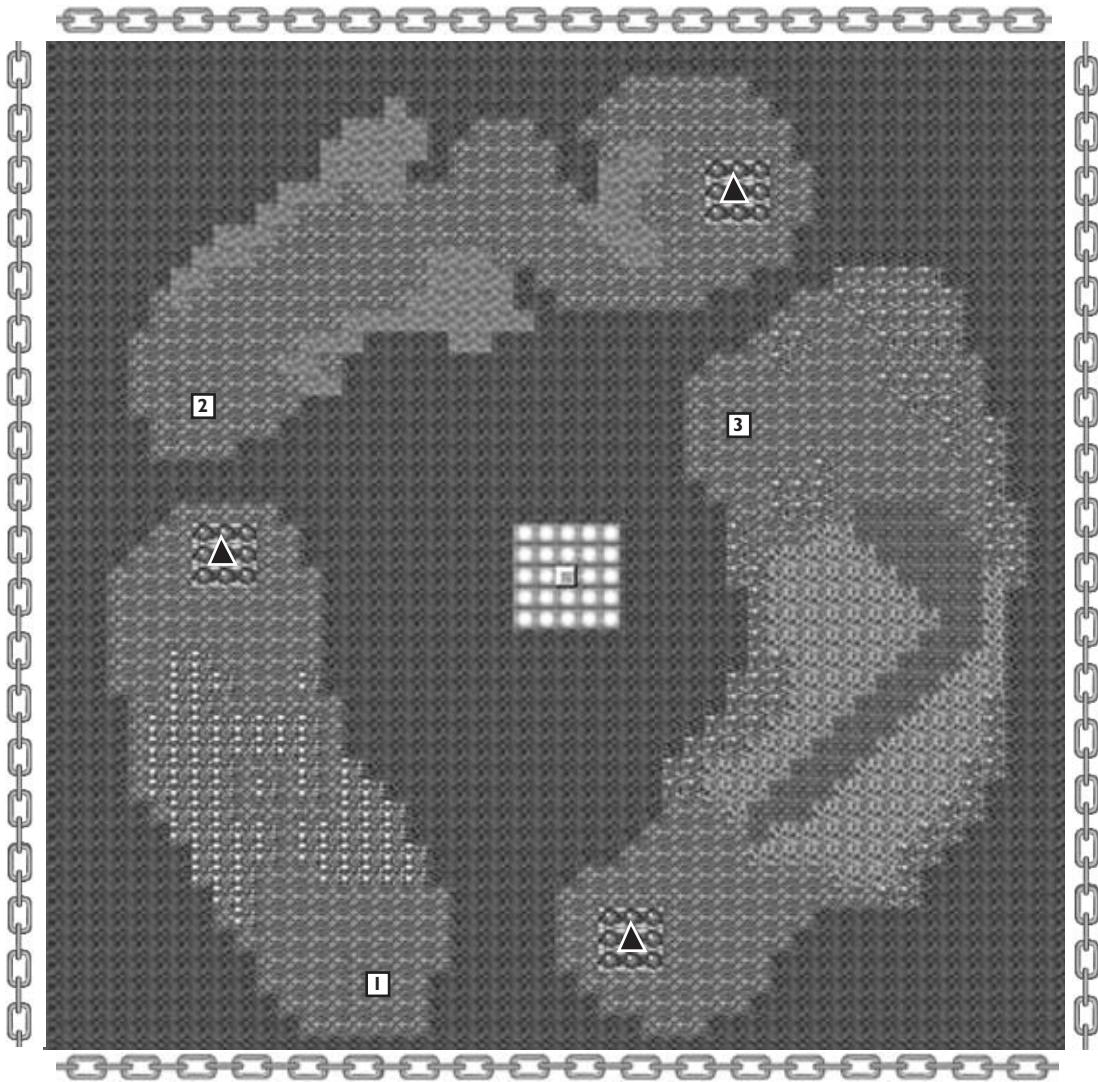
Meanwhile, you still have work to do, although there is not much of a time constraint upon you. Place a Call to Arms in the King's Chamber and let your minions swarm there. There will be traps, there will be some casualties, but they will be minor compared to the much sought-after final conclusion.

Now you will face the Stone Knights that are all that stand between you and the Lands of Light above. These are *the* greatest enforcers for the cause of Good. They can withstand all your spells, all your warriors, all your efforts to drive past them into the world you have rightfully won. There is only one force strong enough to defeat them — only one slayer who can shatter the rock upon which the gentle world above is depending. This moment calls for the great one himself, the demon scythe-man, a pestilential devil in humanoid form, the awe-inspiring ... Horned Reaper.

When Horny appears, the Stone Knights are doomed. Smashed into a thousand pieces, they'll leave the path open for you and your fledgling reign of terror. The Gem — *The Final Gem* — will appear.

You are the victor — there is nothing left to hinder your progress in the conquest of all things.

Congratulations, you've won.



## Assets

- 1    Boulder Trap (Hole 1)
- 2    Boulder Trap (Hole 2)
- 3    Boulder Trap (Hole 3)

# HIDDEN LAND 1

## GOLF

These rolling Boulders of Butchery must slapped to set them off rolling, and roll they will, until they shatter and die.

Slaps always send the boulder in the same direction in relation to the hand, and you can control the direction it goes by rotating the screen. The rotation keys are **[Delete]** and **[Page Down]**, or **[Ctrl]←** and **[Ctrl]→**.

### Action Item

*It's putting time! Knock all the boulders into the Portals with just ten slaps in two minutes and forty seconds. There are three holes, and you can divide up the slaps between the boulders any way you want, keeping in mind you only get ten for the entire course.*

### Hole 1 — Par 3

Any truly black-hearted tactical mastermind should be able to sink this rock in three shots, and here's how:

With your first putt, slap the boulder exactly northwest, toward the gap in the gem-block wall.

When it goes through the gap in the wall, use your second slap to putt it northwards. The boulder will roll anti-clockwise around a gem block, and then go northwards up a passageway. At the end of the passage, it will turn left, heading west.

Use another slap as it clears the last gem block on its right, and hit it toward the portal. If it looks like the boulder is going to miss the hole, use one more slap to sink the putt.

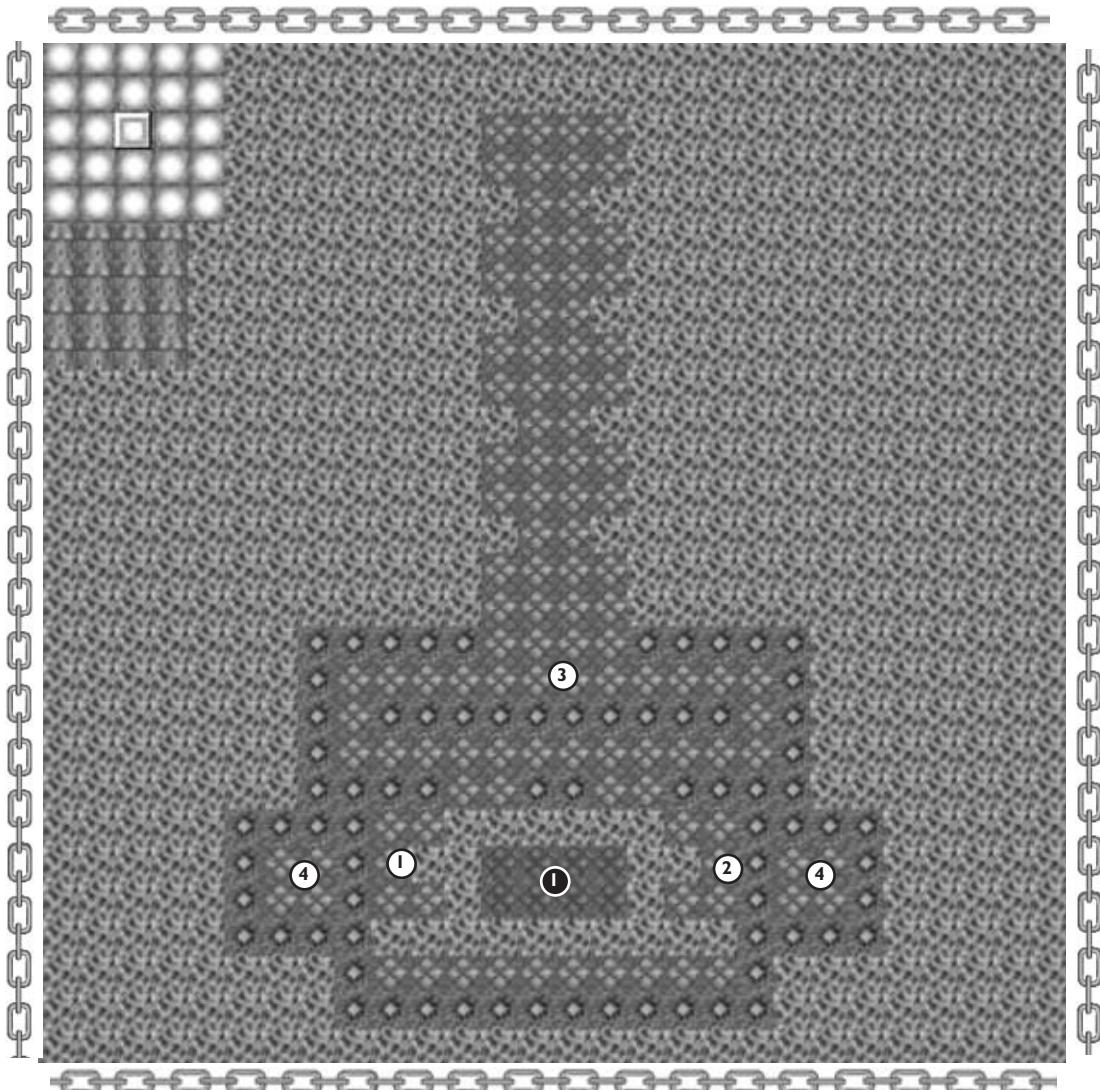
### Hole 2 — Par 2

Now that you've got practice, slap the Boulder exactly northeast with your first shot. It will hit a patch of solid rock, bounce off and head east. It will then hit another wall and head south. Another wall will bounce it east, and then north. As it rolls north, it should roll right next to the Portal. One gentle slap will drop the boulder into the hole, and send you onto Hole 3.

### Hole 3 — Par 2

They don't come a "hole" lot trickier than this.

First, hit the boulder east. It will hit a patch of gold, and roll south. As it does, it will roll into lava, but just for one tile — let it. On the second square after the lava, slap it exactly southwestwards. It will be rolling very slowly, but if you have judged it correctly, the Boulder should be on a collision course with the hole. With the 3rd Boulder nicely sunk, go on over to the 19th hole, and watch the fireworks over a glass of freshly squeezed Hero juice.



**Assets** ❶ Warlock (1)

### **Liabilities**

- ❶ 7 Wizards, 3 Elven Archers (all 1)
- ❷ 6 Wizards, 2 Elven Archers (all 1)
- ❸ (In approximate order of appearance) Dwarf, Knight, Monk, Knight, Monk, Guard, Guard, Knight, Thief, Thief, Knight, Thief, Monk, Guard, Knight, Dwarf, Guard, Monk, Thief, Knight, Guard, Monk, Dwarf, Dwarf, Thief (all 1)
- ❹ Knight (5)

## Action Item

# HIDDEN LAND 2

*Defeat the Knights who will arrive after three minutes.*

## DUCKSHOOT

The Heroes that walk past may be shot and killed, but this is not necessary. After three minutes, the terrain around you will transform and the Knights will come out to kill you, regardless of how many Heroes you kill.



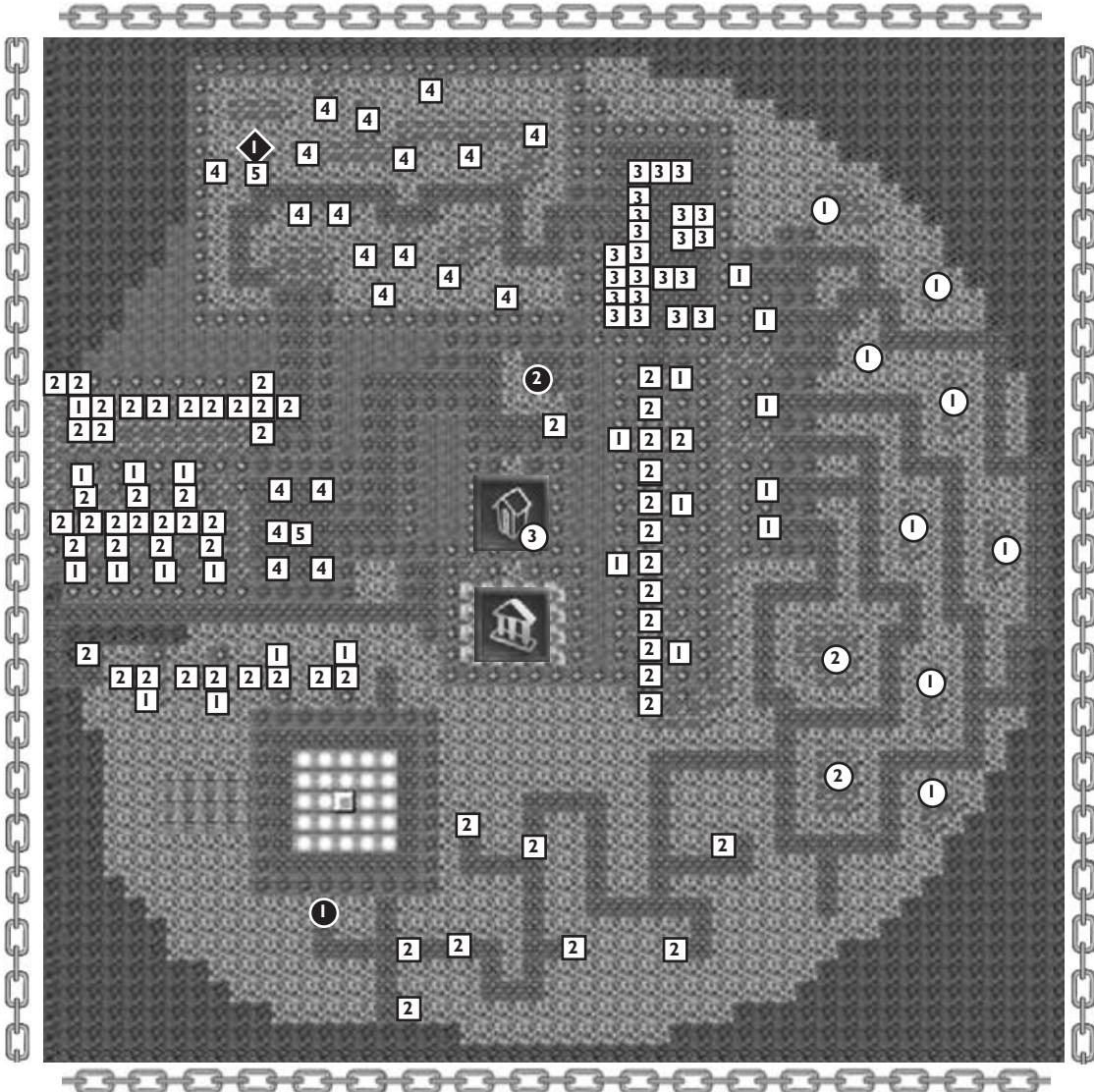
### Aim to Win

It is not required that you slaughter the Heroes who walk past, but it is a poor Servant of Darkness who could resist such satisfying carnage. If you take on the challenge, beware — sneaking Heroes will attempt to ambush you. Imagine!

The best way to score the most kills is to alternate between the two windows. Some Heroes are tough enough that it will take two shots to kill them, but the majority will fold with only one hit.

The duckshoot Heroes will not attack you, but watch out for the wandering Wizards who will not hesitate to make you hot around the collar, the sleeves, the shoes ....

To defeat the Knights that appear at the end, dodge and weave. Try not to get close to one, or sandwiched by them. Fireballs are your friends. You can switch to melee attacks if you are close enough, but really you don't want to be that close. Back off and switch back to Fireballs as fast as you can. They should not prove too difficult, and once they're vanquished, sit back and enjoy the fruits of your labor.



## Assets

- ① Dark Angel (4)
- ② Skeletons (3,3)
- ◆ Sight of Evil

## Liabilities

- |                 |                |               |
|-----------------|----------------|---------------|
| ① Wizard (1)    | ① Boulder Trap | ④ Sentry Trap |
| ② Wizards (1,1) | ② Trigger Trap | ⑤ Freeze Trap |
| ③ Knight (5)    | ③ Gas Trap     |               |

# HIDDEN LAND 3

## MAZE

### Be Amazed

This land is divided into nine challenges, and all must be overcome to complete the goal of returning to your Dungeon Heart.

#### Section 1 — Trippy

The first section tests your sinister intelligence. You need to negotiate a path through the lava. The problem is ... the path keeps changing. Along the paths you will find Trigger Traps, each of which will raise or collapse a section of path. Follow these precise instructions to navigate through this section:

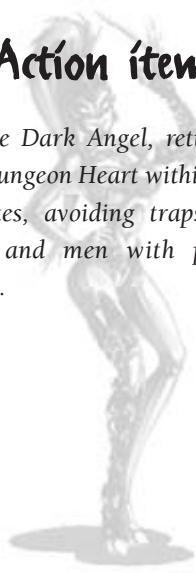
From the start, take the first right and trip that switch. This will create some paths that will allow you to walk through the two Trigger Traps ahead.

Then take the first right. Back out, go north, and then take the next left. Trip the switch in front of you, walk across the newly created paths, and follow the path around.

The path heads south and then east. Ignore the path north for a moment, proceed east and trip the switch in the dead end. Return back, and proceed north up the path you just passed. As you go, do not take the path to the east — this is a booby trap, and will only eat up your time if you trip it. Instead, proceed north ... avoiding the Trigger Trap in your path. Walk around it, and continue going eastwards, and onto the second section.

#### Action item

*As the Dark Angel, return to the Dungeon Heart within four minutes, avoiding traps, pitfalls and men with pointy sticks.*



## Section 2 — Gee Wiz

This second section is a maze, with Hero Wizards trying to fry you at every turn. The paths will lead to various doors opening into the Hero keep, but beware — only two of them lead to passageways beyond. The rest? Dead ends and large boulders. To negotiate this section, follow these instructions:

When you see the first Wizard ahead of you, turn left (north) then take your first right. Follow this path around and then take the second left. This will see you safely inside the keep.

## Section 3 — Timing is ... everything

Once through the door, assuming you haven't been made a Dark Angel pancake (a delicacy in certain, more affluent, circles of Hell), turn left, heading south. You will come across a Trigger Trap, and as you follow the path, your next challenge awaits.

The boulders ahead of you will roll back and forth, and you need to negotiate safe passage through them. Only attempt to pass one boulder at a time, then stop. Hold down the run button (default is `Shift`) to get you past the boulder as quickly as possible. Then attempt the next one, then the next one. Run through the door, then stop dead.

## Section 4 — The Word of Keeper?

You will find yourself within an empty room. Look down. See the blood-red path? Follow the path. That's it. Feel free to deviate off the path, but if you do, you'll be sorry. Get the point?

## Section 5 — Cannon to the Left, Cannon to the Right

One way to do this — fast. Stay on the red path and run like hell. Oh, and leave that spell book alone — it'll give you the cold shoulder. Get through the door, and proceed down the corridor.

## **Section 6 — Rolling Stars Come Out Tonight**

When you walk into the next room, you will trigger off a round of Trigger Traps. Out of the darkness, three boulders will approach. The only gap is between the middle one and the one on your right. As you walk towards them, keep close to the northern wall (the wall on your right), then sidestep left as soon as the center boulder has passed. Go down the corridor at the far end.

## **Section 7 — Be Bound**

As you come around the corner, you will set off more Trigger Traps. This will release eight boulders that will circle the room. Simply run through the middle of them. At the far end there will be some Sentry Traps to greet you, and more on the next path beyond them. Be careful — there is a nasty Freeze Trap just past the center Sentry. Sidestep the Freeze Trap, avoiding the tile to its east, and go out through the passageway.

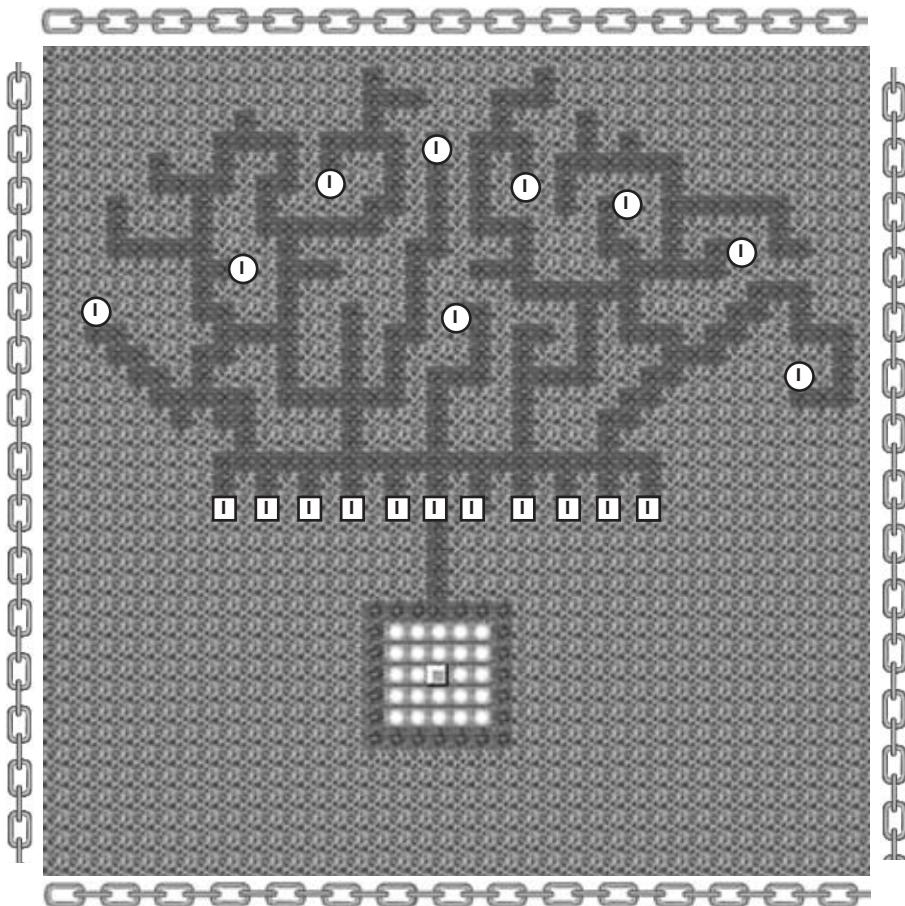
## **Section 8 — A Little Help from My Friends**

Proceed down the passageway, and you will enter a small room containing two friendly Skeletons (... well, they look like they're smiling). Walk over the Trigger Trap in the corner, and they will be able to join you. Group them to you — press the Group key (default is [7]), highlight the Skeletons, then click on them. They will amble over to you.

Walk through the Steel Door and meet the Hero Knight. Allow your Skeletons to fight him, while you attack from behind. After slaying the Knight, go through the next Steel Door and toward the Temple. Once you are in here, the path behind you will become inaccessible, but the finish line is close.

## **Section 9 — Bound Over**

Proceed down the path heading west. Around the corner you'll find a Trigger Trap next to you. Trip this, and a Wooden Bridge will appear. Walk over the bridge, and the next tile will trip the huge boulder. It will roll toward you, but you can simply sidestep it. Three more Boulder Traps follow, but avoid them in the same way. Then run to the end and you're back, safe and sound, at your Dungeon Heart!



### Assets

! Boulder Trap

### Liabilities

(D) Dwarf (1)

# HIDDEN LAND 4

## BOWLING

### Strike 'em out

Slap the boulders and guide them over the paths by rotating your view. Remember, boulders always head “up.” Rotating the view is crucial.

There is no set way to do this, but there are a couple of tricks you can employ, to make your task less challenging.

### Tip # 1 — A boulder is for life, not just for Christmas

Don't be wasteful of the boulders. Even though you have two spares, it is easy to lose one to the ravages of the lava. Try to crush as many Dwarves as you can with each boulder. They won't last forever, but nobody said it had to be one Dwarf, one boulder.

### Tip # 2 — Cut corners

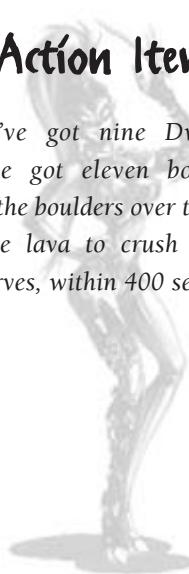
If you can make your boulders skim the corners of the lava, they will take damage and slow down. Although they are weaker, they will be easier to control. This is a high risk strategy however, and not to be attempted by any but the most adept of boulder tacticians.

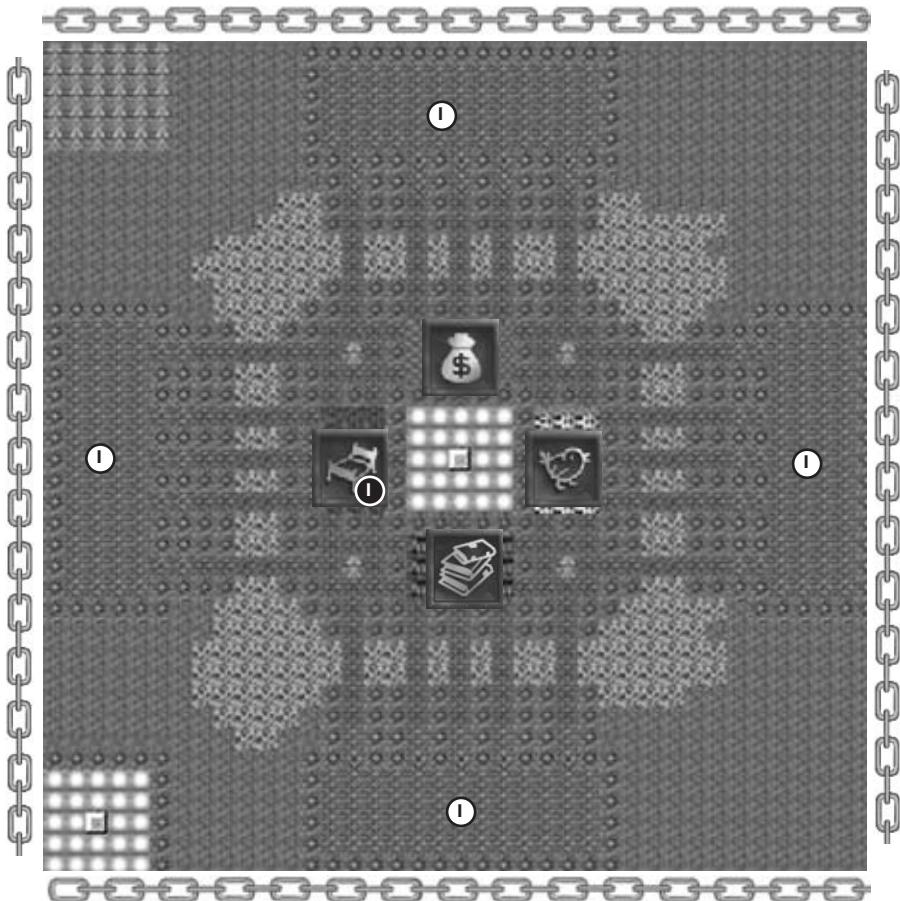
### Final Tip — If you can't beat 'em, cheat

Having problem with your control? Let time be your ally. Simply slow the game down using the Control Options in the game options. To return the game to its normal speed, click three times from the slowest speed up.

Oh, and if you use this tip, don't be surprised if you find your Imps laughing at you.

They've got nine Dwarves,  
you've got eleven boulders.  
Slap the boulders over the path  
in the lava to crush all the  
Dwarves, within 400 seconds.





## Assets

① Salamander (5)

## Liabilities

① 16 Imps (all 1)

## Action Item

# HIDDEN LAND 5

## IMP INVASION

If you want something done right...

Your dungeon is being attacked by Imps, hell bent on taking over your rooms. Your quest — to wipe them all out within 500 seconds. However, you only have one Salamander with which to do it ....

... do it yourself. The best way to succeed here is to Possess your lone Salamander.

You only need to save two rooms from being taken over, so you have a choice: either pick two rooms to focus on, or try to protect them all. If you opt to protect them all — which is admittedly the safer method — keep circling your dungeon. Whenever you see an Imp, hurt it, and hurt it good. You need to keep circling to catch the little scamperers, and also to protect your mana vaults. If you lose your mana, you lose the juice that keeps your Possession spell powered.

You will be able to kill each Imp with one blow. Switch between melee and ranged attacks so that you can attack twice as often (that is, make a melee attack each time your ranged weapon is recharging).

After you defeat the first twelve, the next wave will enter, and in total, you will need to make impmeat out of forty Imps. Good luck, and may the claws be with you.



# OTHER DUNGEONS

# Multiplayer & Skirmish Realms

The multiplayer realms and Pet Dungeons are exact opposites. While the Pet Dungeons concentrate on the serene pleasures of design and organization, the multiplayer realms are designed to throw you into direct conflict with the enemy as quickly and savagely as possible. Although the strategic basics that you learned while playing through the campaign are vital to winning a multiplayer realm, you must also build up your reaction time and cultivate that capacity to take risks which some have called *cojones*.

Your most important tool in building those skills is the four Skirmish realms: Bottleneck (p. 248), Small (p. 259), Swiss Cheese (p. 261) and The Deep End (p. 262). Skirmish realms can be played multiplayer or as a single player against the computer. Until you can consistently beat all four Skirmish realms playing against the computer, don't even think of playing multiplayer against any opponent tougher than grandma or your little brother.

# My Pet Dungeon

While playing through My Pet Dungeon, you have the following options available:

## Trigger Hero Invasion

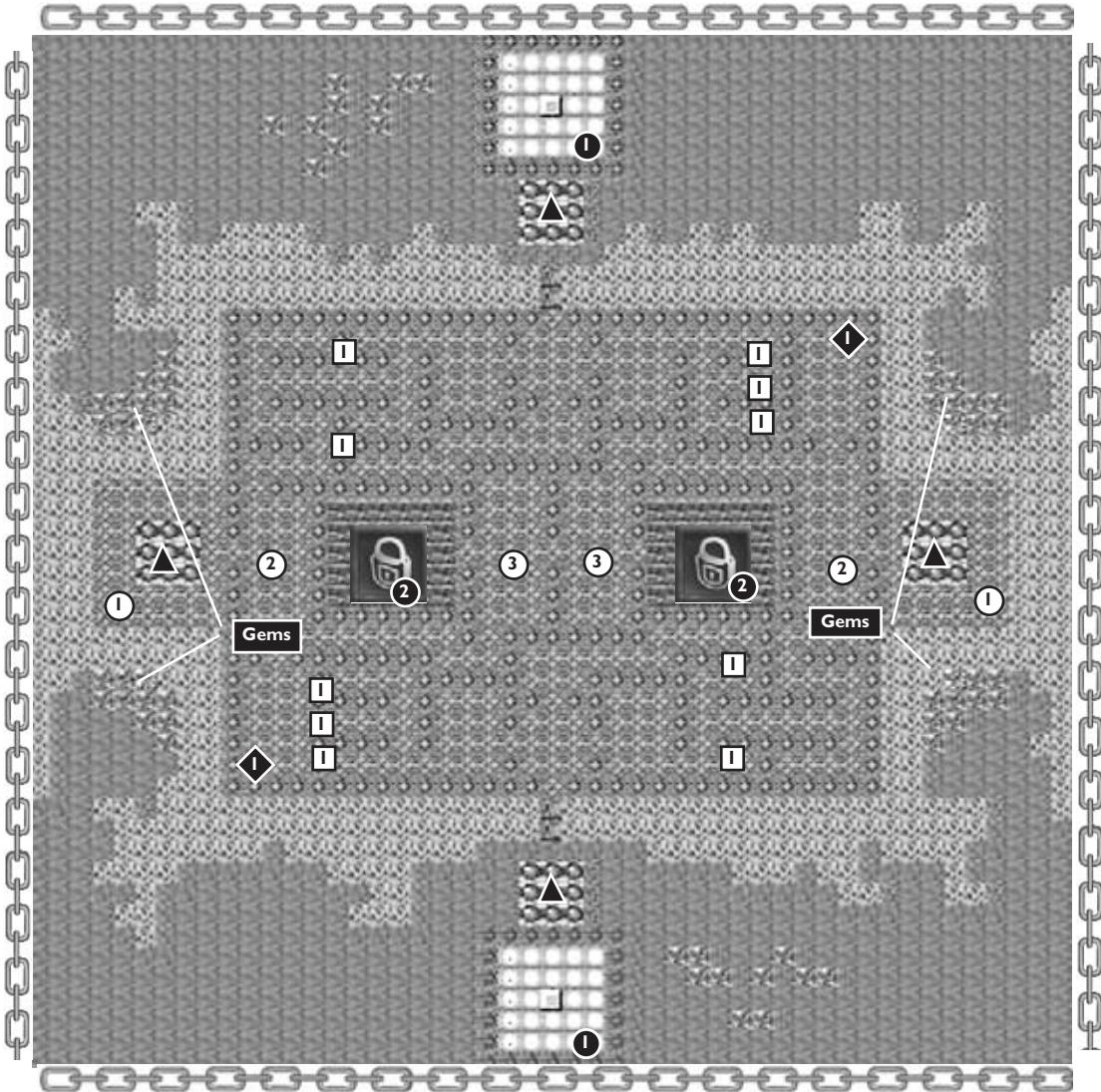
When you trigger a Hero Invasion, you'll get 10 waves. The first wave will consist of Level 1 Heroes, the second wave of Level 2 Heroes, and so forth. Each wave will have eight random Heroes in it (although each wave will always have at least one Dwarf, the better to dig to you). None of the hoity-toity characters will participate in these waves — no Lords of the Land, Kings, Princes or Stone Knights.

## Trigger Hero Attack

A Hero Attack is just like a Hero Invasion, except you control the timing. You decide when each successive wave begins.

## Enemy Toolbox

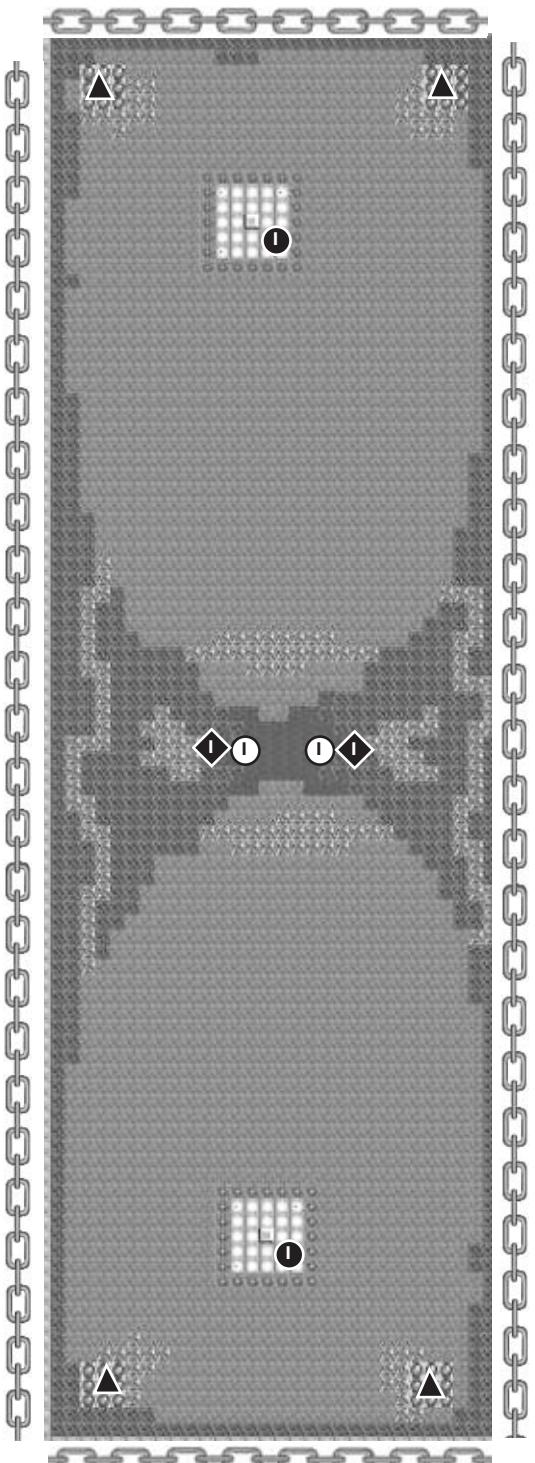
You can get any of the regular Heroes from the Toolbox (but only the Heroes who appear in Hero Invasions). Each Hero you pick might be any level (1 – 10), but you can only have one Hero of each type on the loose in your dungeon at a time.



# ALCATRAZ

- ◆ Increase Level
- 5 Imps (all 1)
- 2 Vampire, 5 Black Knights,  
2 Dark Elves (all 1)
- 8 Elven Archers (all 1)

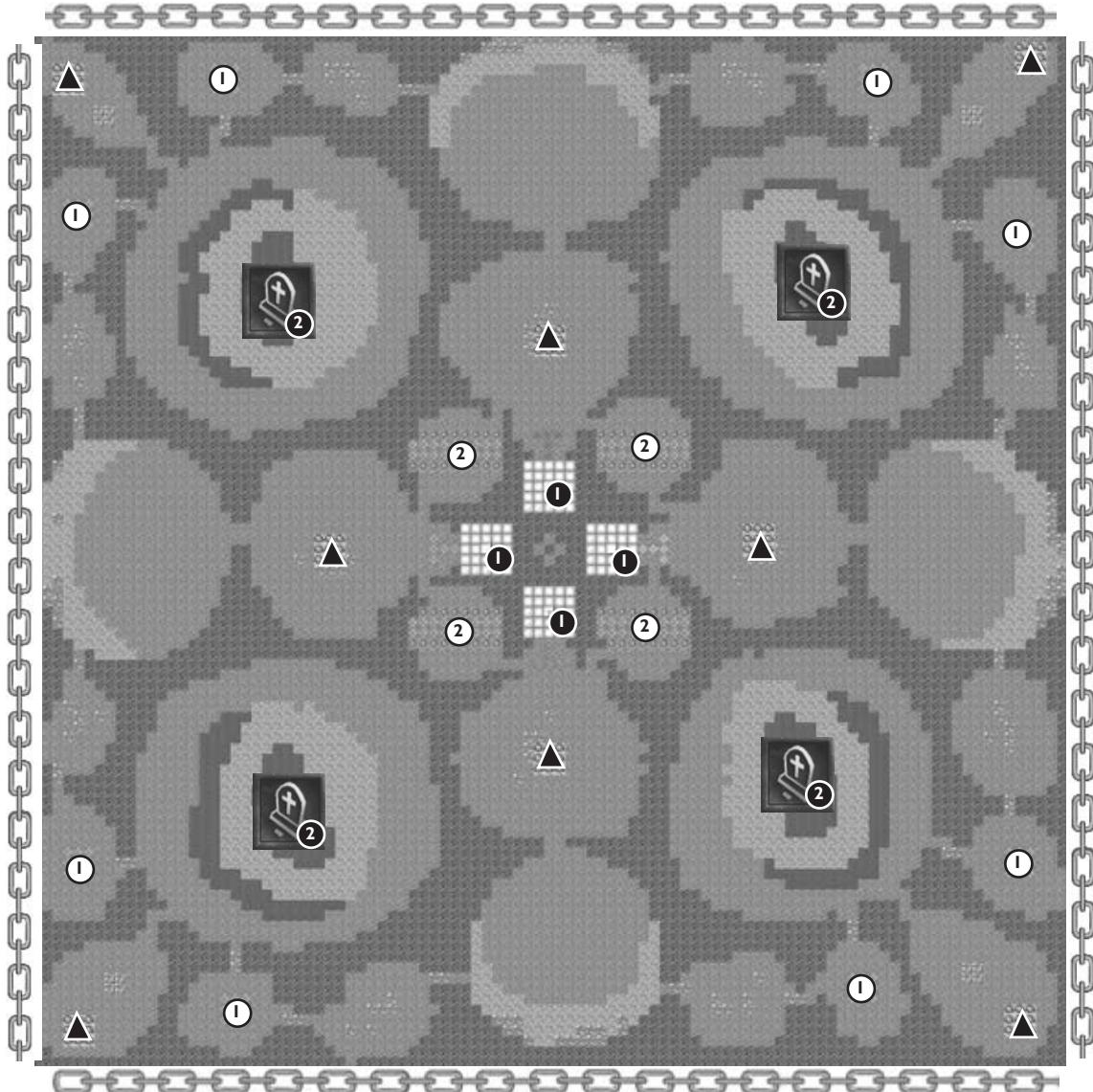
- 2 Fairies (3,3)
- Lord of the Land (5),  
Guards (3,3,3,3),  
Elven Archers (5,5)
- Boulder Trap



# BOTTLENECK

- 4 Imps (all 1)
- ◆ Increase Level
- Elven Archer (1)

N →



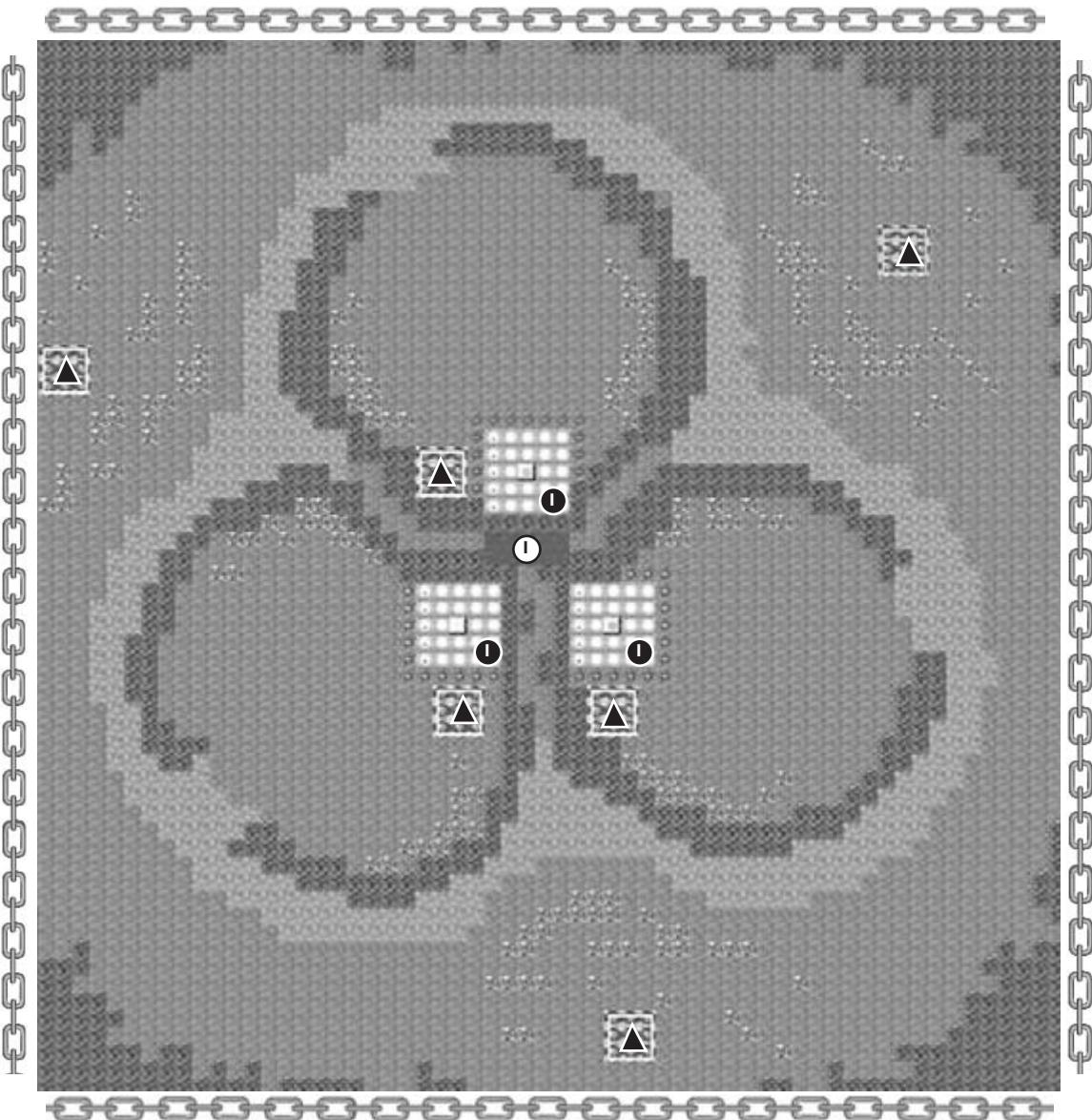
# CAVERNS

① 4 Imps (all 1)

② Skeletons (1,1,1,1), Vampire (3)

③ Monks (2,2)

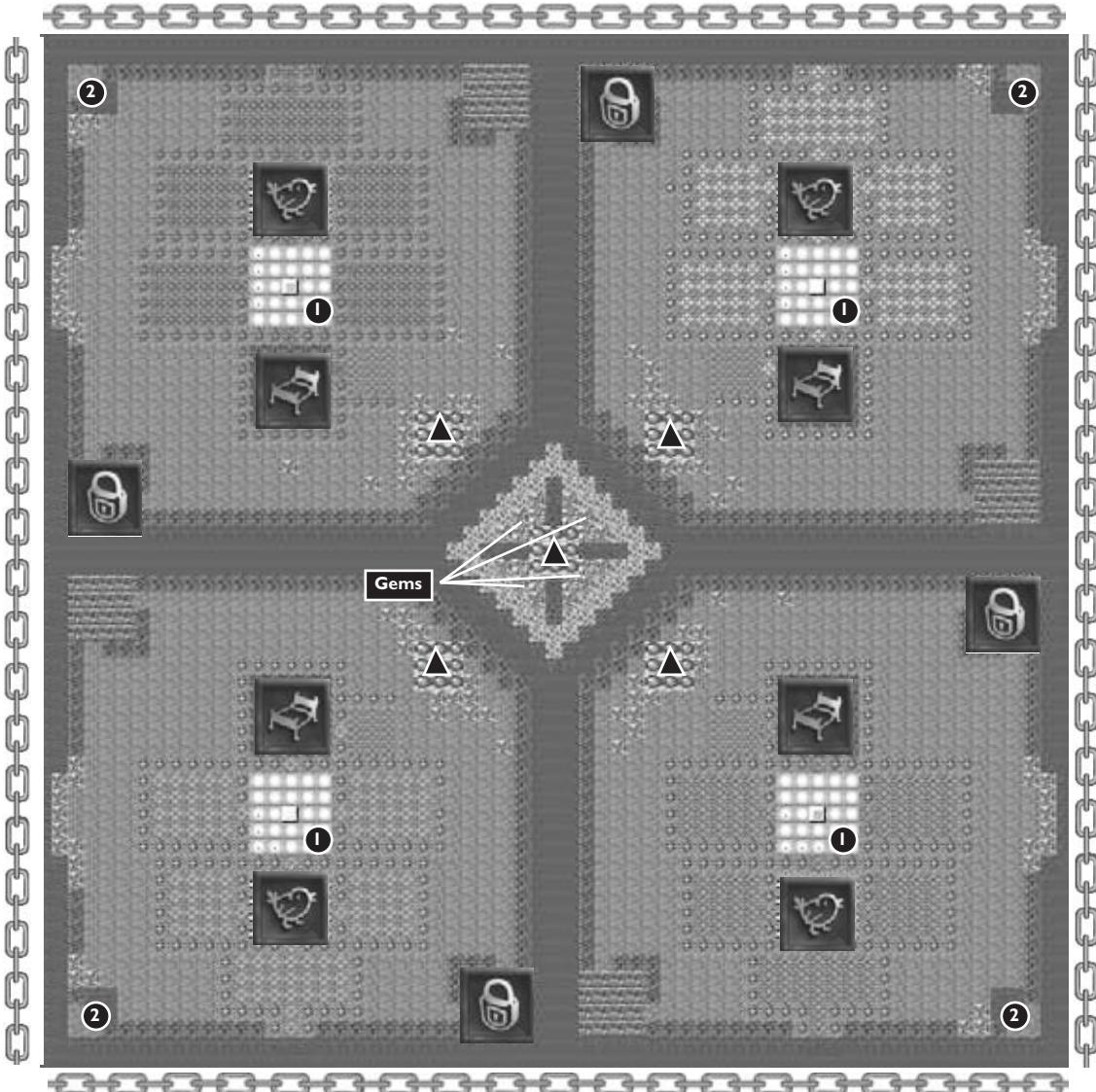
④ Prince Balder (1), Wizards (2,2),  
9 Royal Guards (all 3)



# CLOVER

● 5 Imps (all 1)

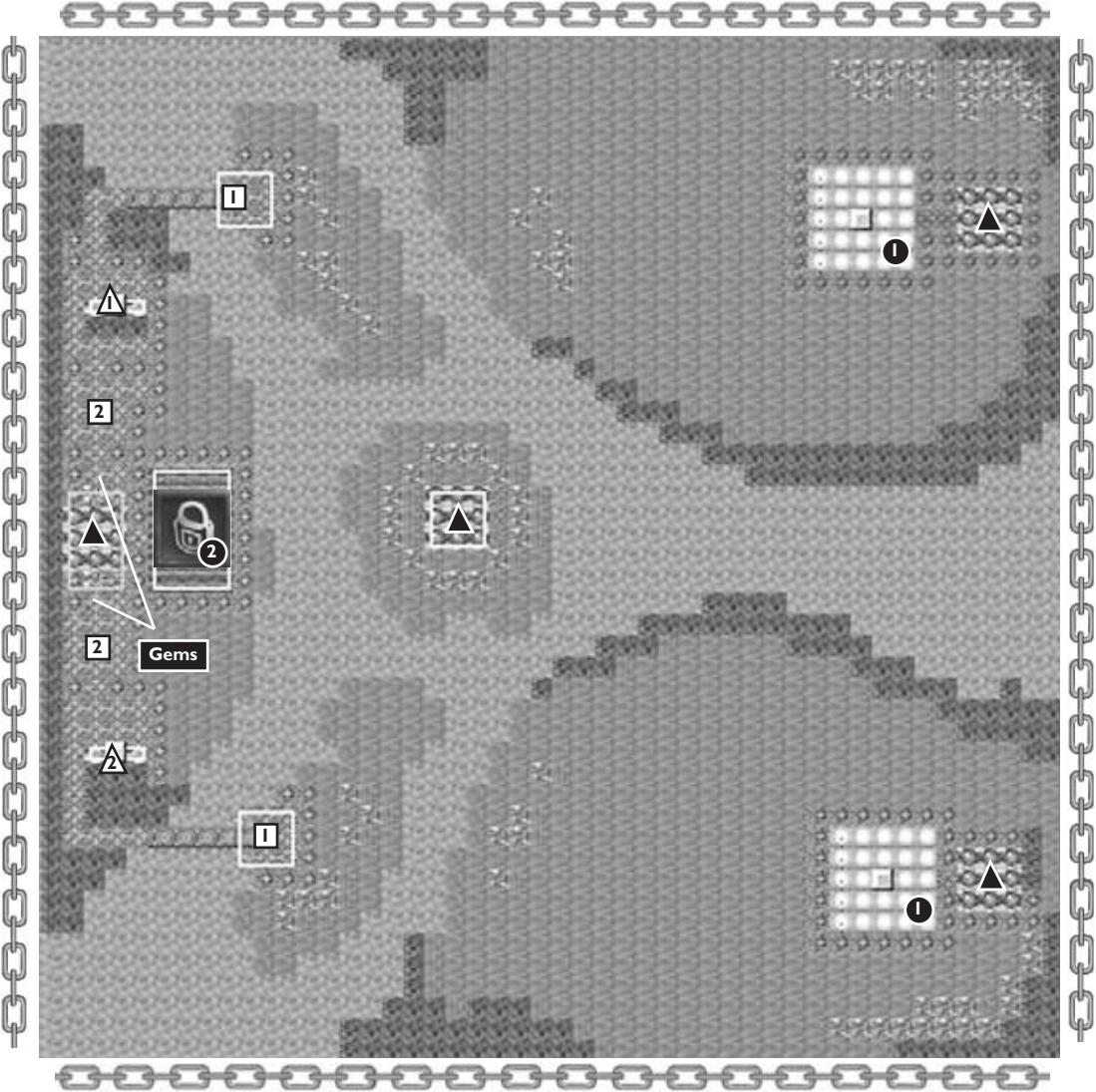
○ Wizards (3,3), Knight (3)



# GONZALEZ

① 4 Imps (all 1)

② Black Knight (3)



# HERO COVE

① 5 Imps (all 1)

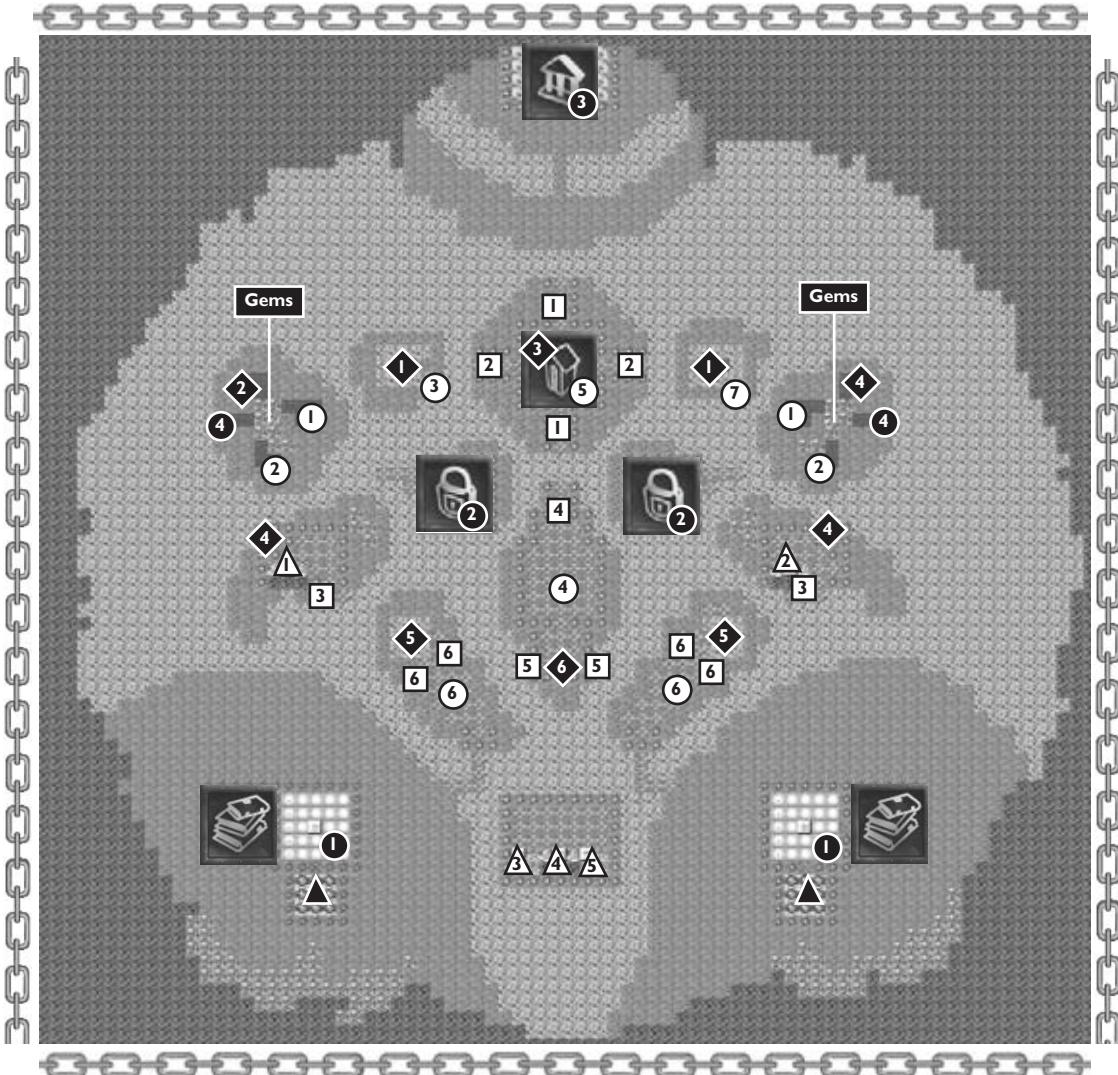
② Vampires (3,3)

① Hero Alarm

② Lightning Trap

△ 3 Giants, 2 Wizards, Dwarf (all 3)

△ 3 Giants, 2 Wizards, Dwarf (all 3)

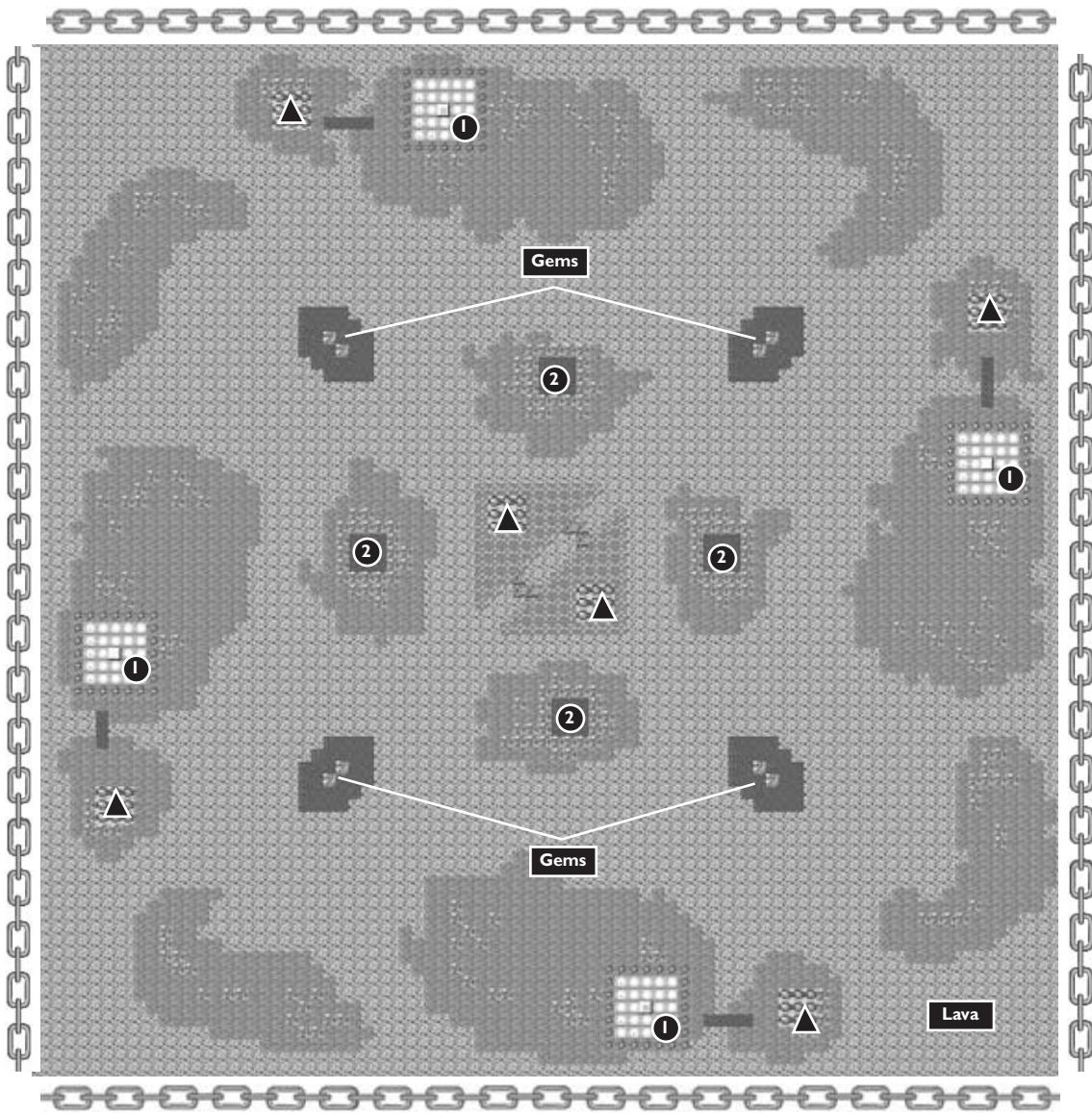


# HOPPING

- 1** 5 Imps (all 1)
  - 2** Vampires (2,2)
  - 3** 4 Dark Angels (all 5)
  - 4** Skeleton (3)
  - !** Increase Level
  - 2** Thunderbolt
  - 3** Chicken
  - 4** Possession
  - 5** Sight of Evil
  - 6** Inferno
  - 1** Fireburst
  - 2** Fear Trap

- ③ Hero Alarm
  - ④ Spike Trap
  - ⑤ Lightning Trap
  - ⑥ Sentry Trap
  - ① Fairies (5,5,5)
  - ② Fairies (5,5)
  - ③ 5 Salamanders (all 1)
  - ④ 2 Wizards,  
4 Knights (all 4)

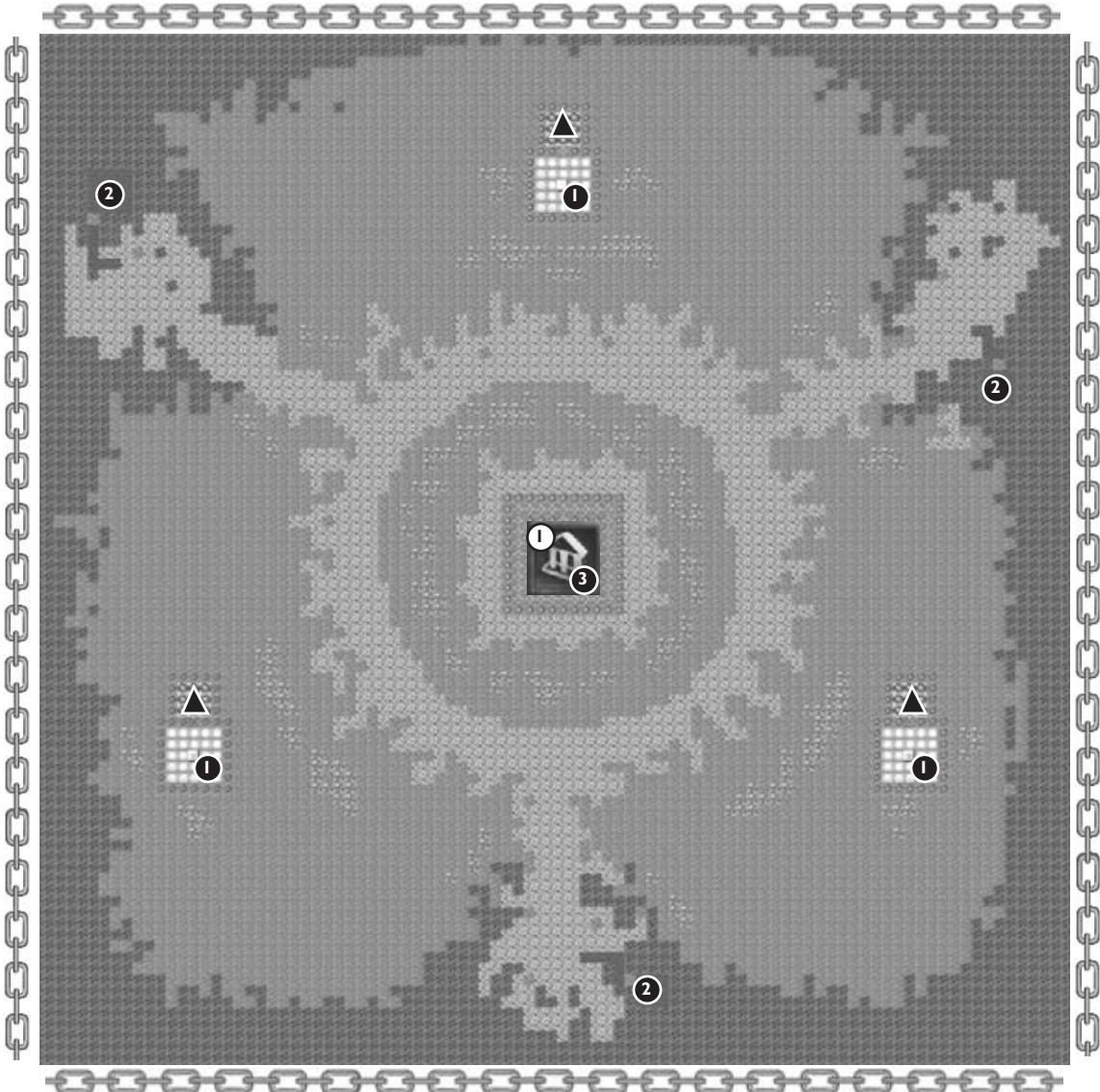
- |  |   |
|--|---|
| <p>⑤ 6 Giants (all 4)</p> <p>⑥ 3 Giants (all 2)</p> <p>⑦ 5 Salams. (all 3)</p>   | <p><b>△</b> Dwarves (5,5)<br/>6 R. Guards (all 5)</p> <p><b>△</b> 8 Wizs. (all 5)</p> <p><b>△</b> 8 Wizs. (all 5)</p> |
| <p><b>△</b> Knights (2,2)<br/>E. Archers (3,3)<br/>Dwarf (2)<br/>Wizard (3)</p>  | <p><b>△</b> 8 R. Guards<br/>(all 5)</p>   |
| <p><b>△</b> Knights (2,2)<br/>E. Archers (3,3)<br/>Dwarf (2),<br/>Wizard (3)</p> | <p><b>△</b> 8 R. Guards<br/>(all 5)</p>   |



# ISLANDS

❶ 5 Imps (all 1)

❷ Salamanders (3,3)



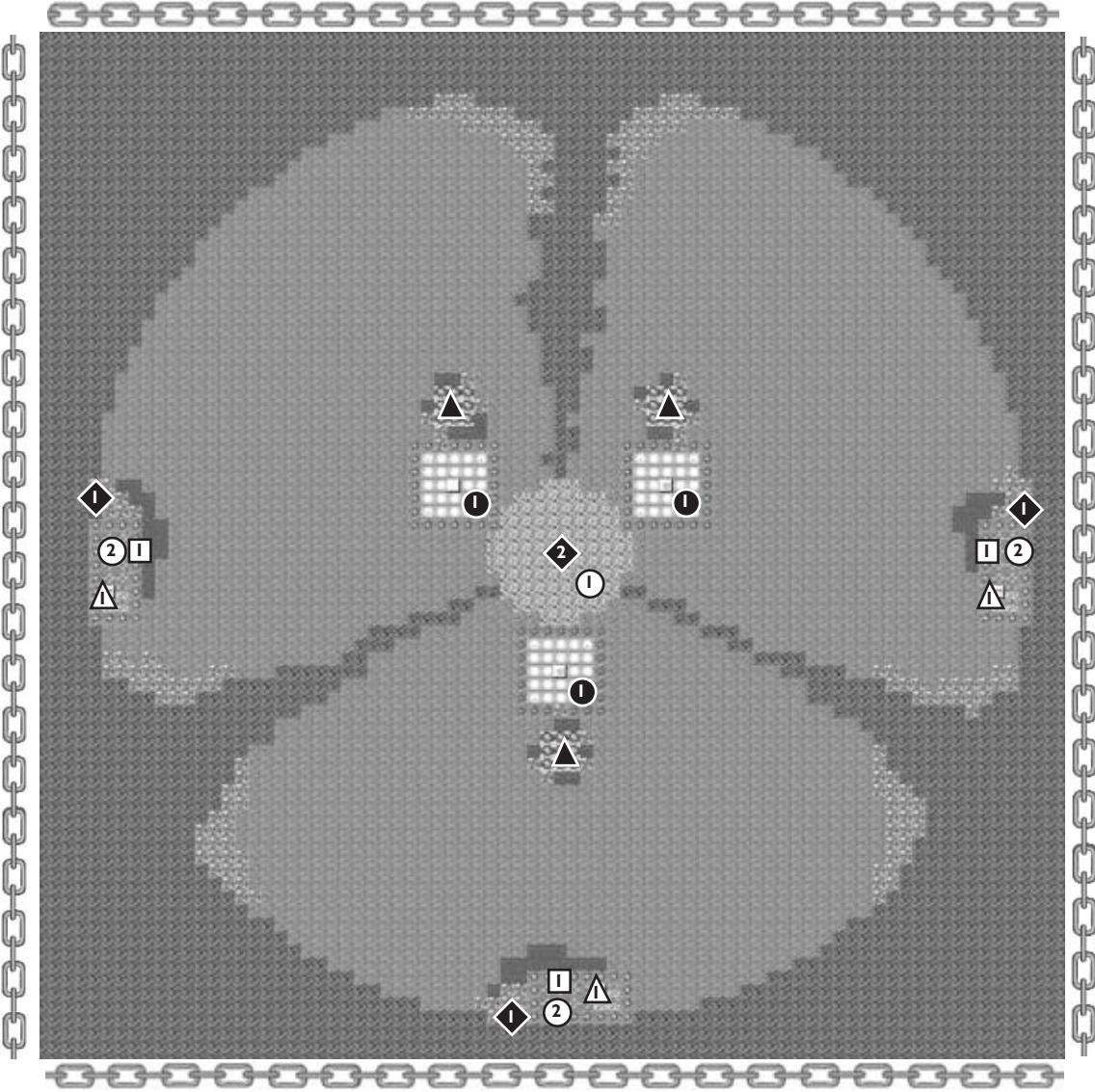
# KING OF THE HILL

① 5 Imps (all 1)

① 8 Knights (all 3)

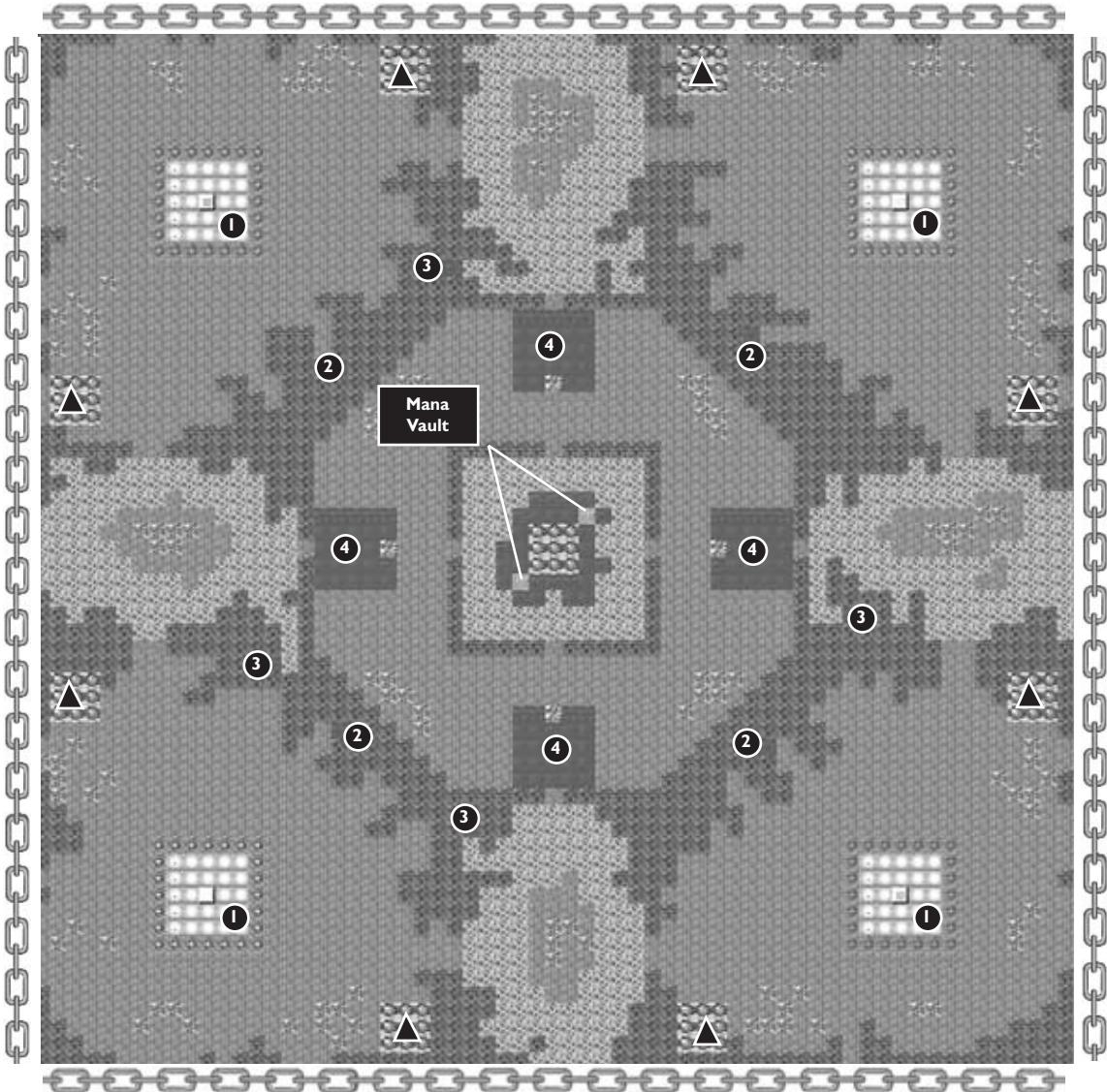
② Evil Giants (2,2)

③ Dark Angels (5,5)



# ONSLAUGHT

- 4 Imps (all 1)
- ◆ Destroy Walls
- ◆ 2 Increase Level
- 5 Good Salamanders (all 5)
- 2 Dwarf (1)
- Magic Door
- ▲ Knights (2,2), Guard (1),



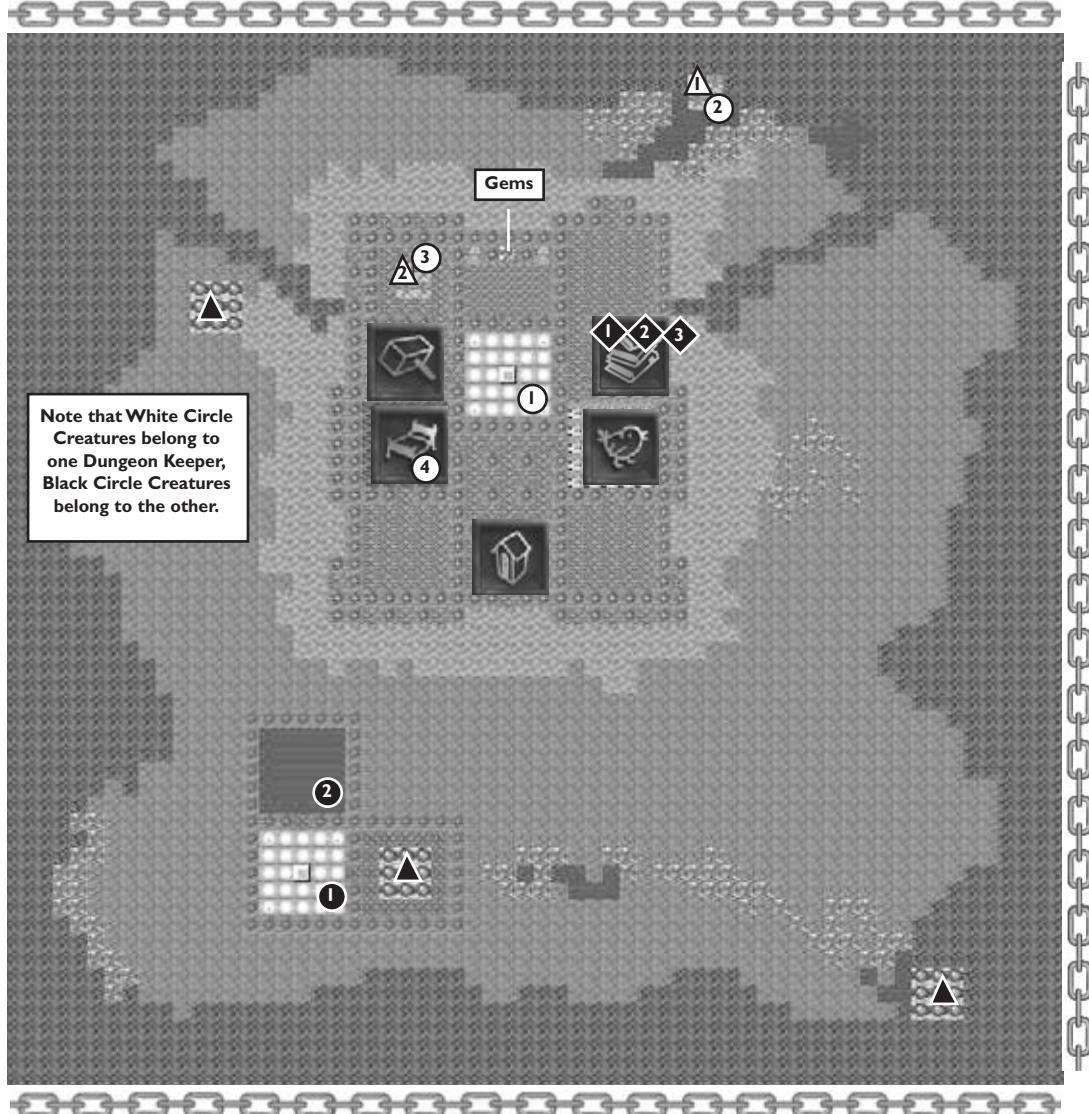
# PLATFORM

❶ 5 Imps (all 1)

❷ Dark Angel (4)

❸ Salamander (3)

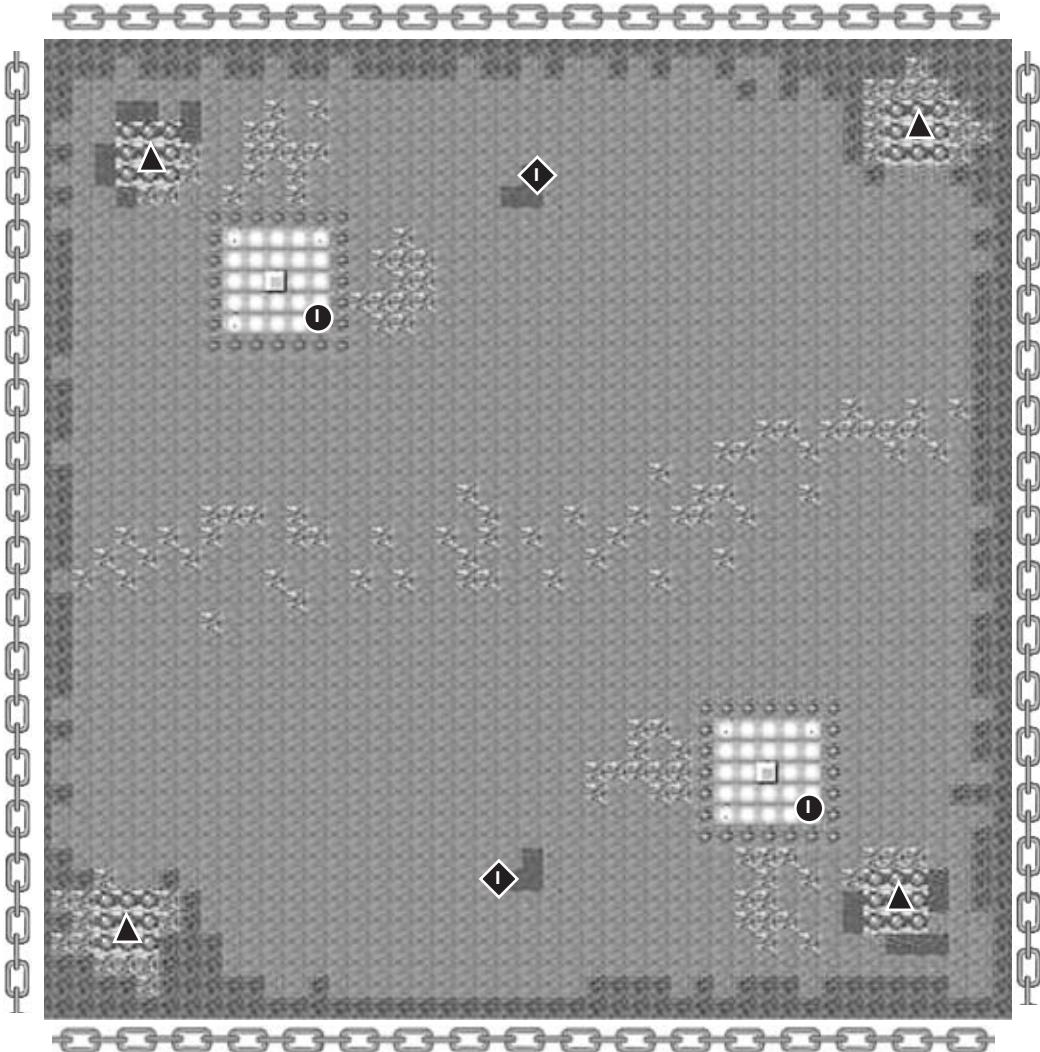
❹ Vampire (1)



# SIEGE

- ① 4 Imps (all 1)
- ② Bile Demon (1)  
Black Knights (1,1)

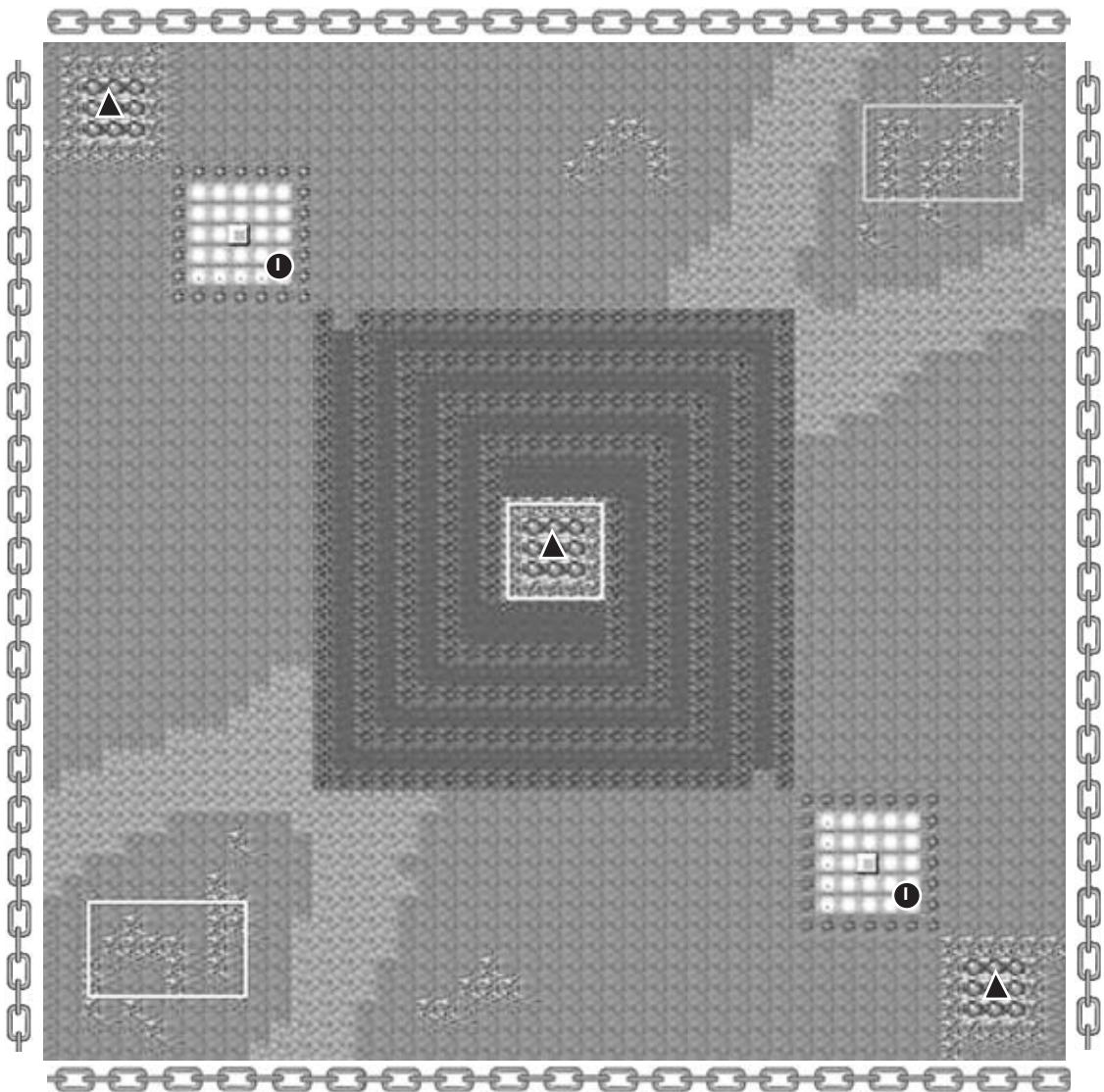
- ① 4 Imps (1)
- ② 4 Knights (all 3)
- ③ Giant, Wizard, Elven Archer,  
Guard (all 1)
- ④ Giant, Wizard, 2 Guards (all 1)



# SMALL

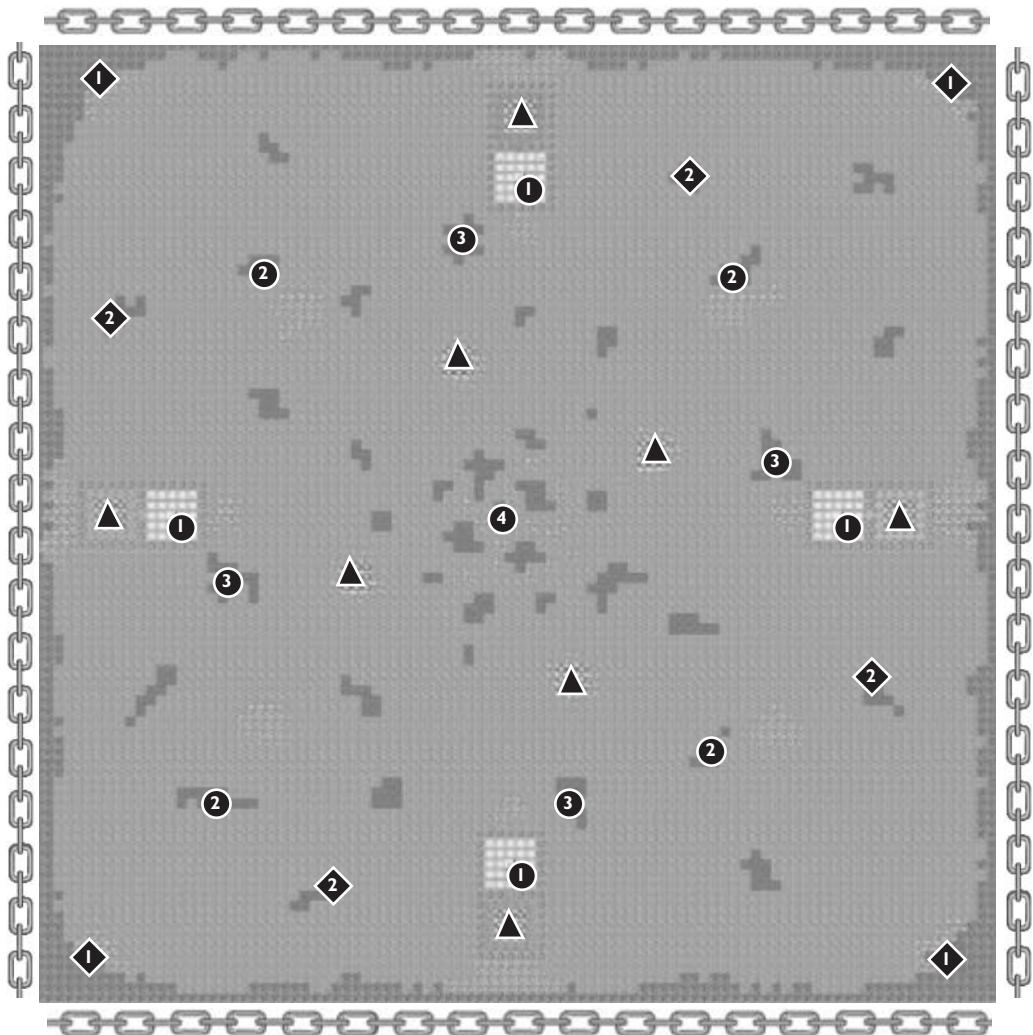
● 4 Imps (all 1)

◆ Increase Level



# SPIRAL

● 5 Imps (all 1)



# SWISS CHEESE

● 4 Imps (1)

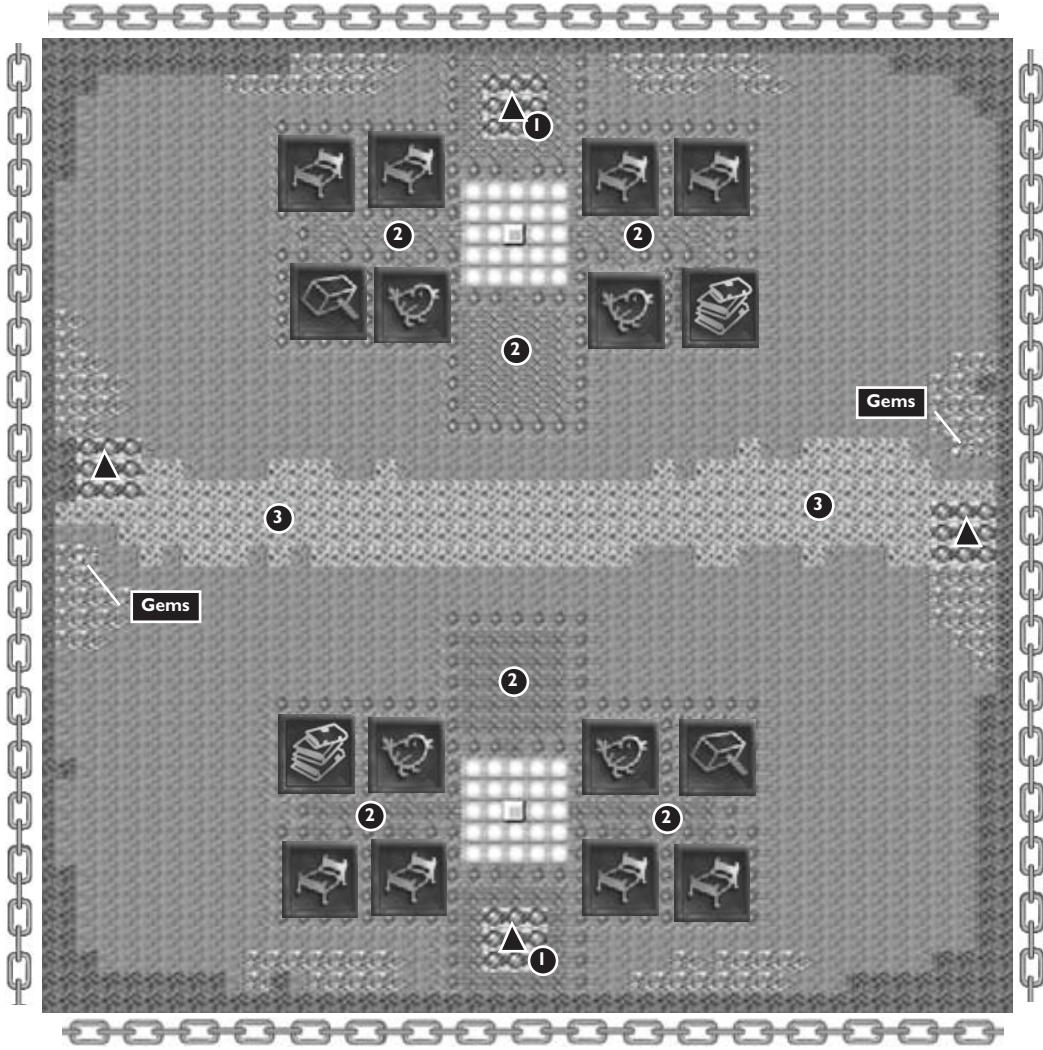
● 2 Evil Dwarf (1)

● 3 Skeletons (1,1)

● 4 Evil Giant (3)

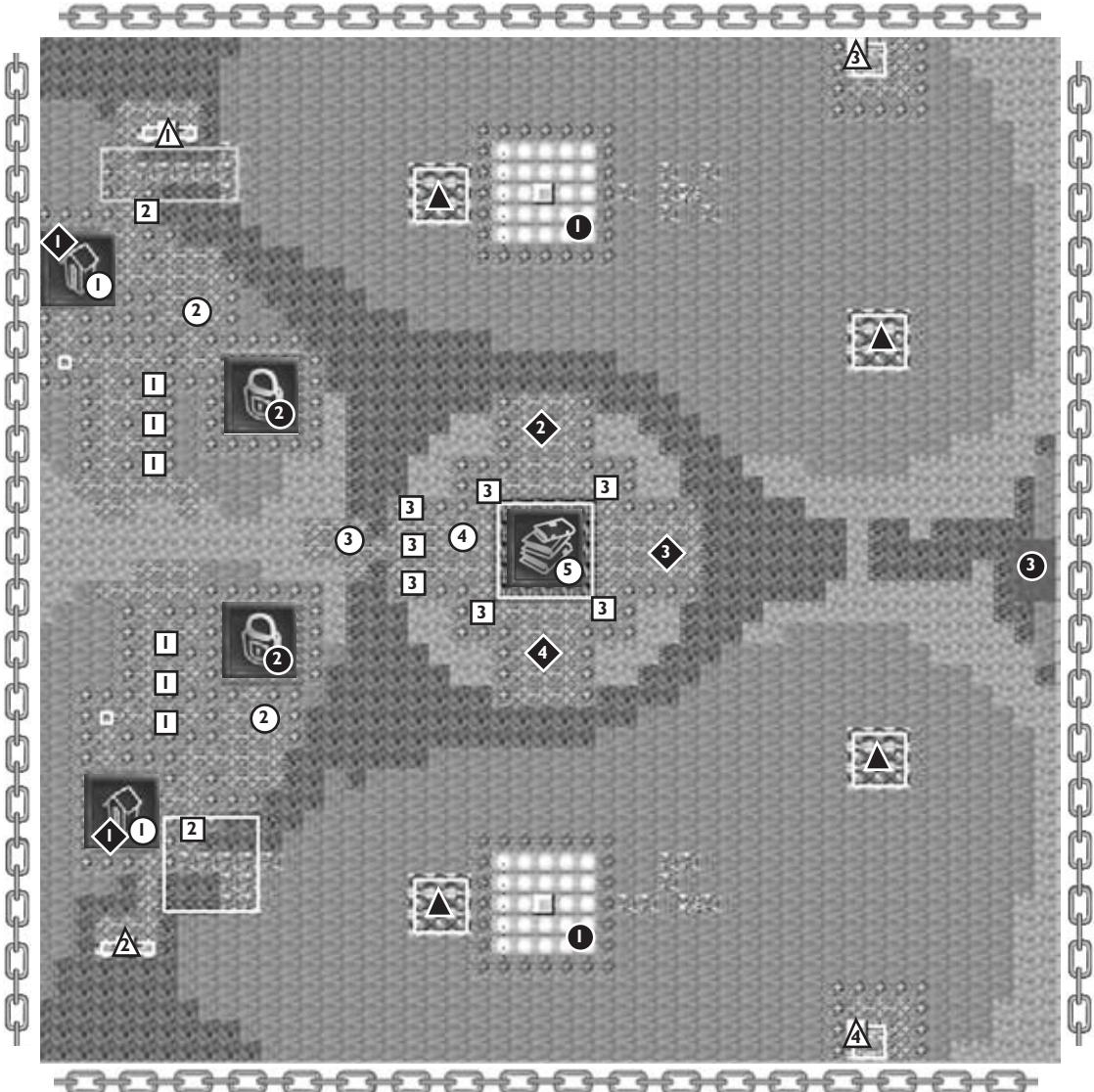
◆ Increase Level

◆ Heal All



## THE DEEP END

- ❶ Imps (1,1)
- ❷ Imp (1)
- ❸ Salamander (2)



# THE PASS

① 5 Imps (all 1)

② Black Knights (3,3,3)

③ Mistresses (2,2)

④ Increase Level

⑤ Heal All

⑥ Destroy Walls

⑦ Reveal Map

⑧ 4 Giants (all 2)

⑨ 3 Dark Elves  
(all 4)

⑩ Guards (5,5)

⑪ 6 Giants (all 3)

⑫ Wizard (5),  
Knights (3,3)

⑬ Boulder Trap

⑭ Sentry Trap

⑮ Lightning Trap

⑯ Dwarves (2,2)  
Giants (2,2,2)

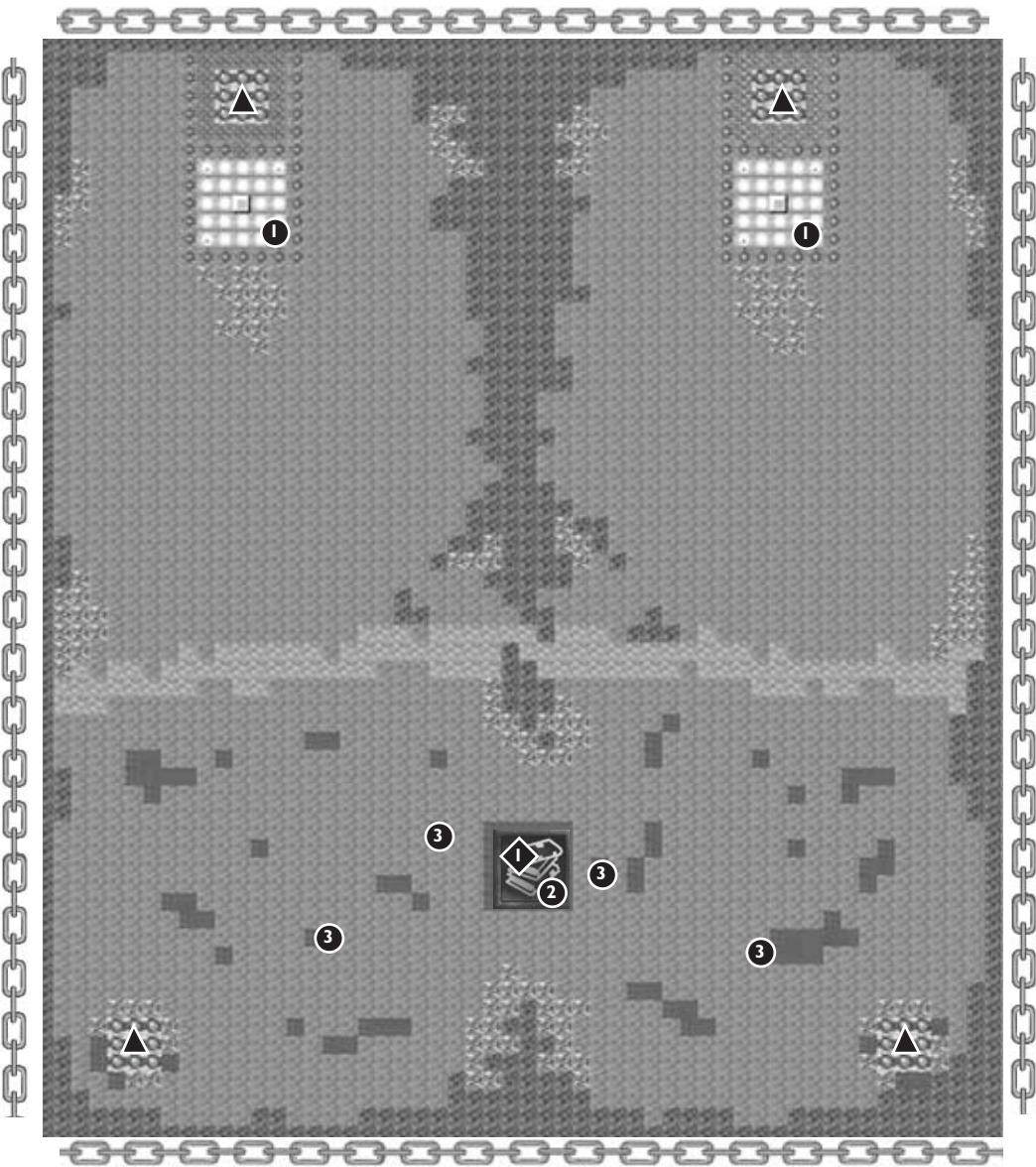
⑰ Wizards (3,3)

⑱ Dwarf (2)  
Giants (2,2,2)

⑲ Wizards (3,3)

⑳ Wizard, Dwarf,  
6 Knights (all 5)

㉑ Wizard, Dwarf,  
6 Knights (all 5)



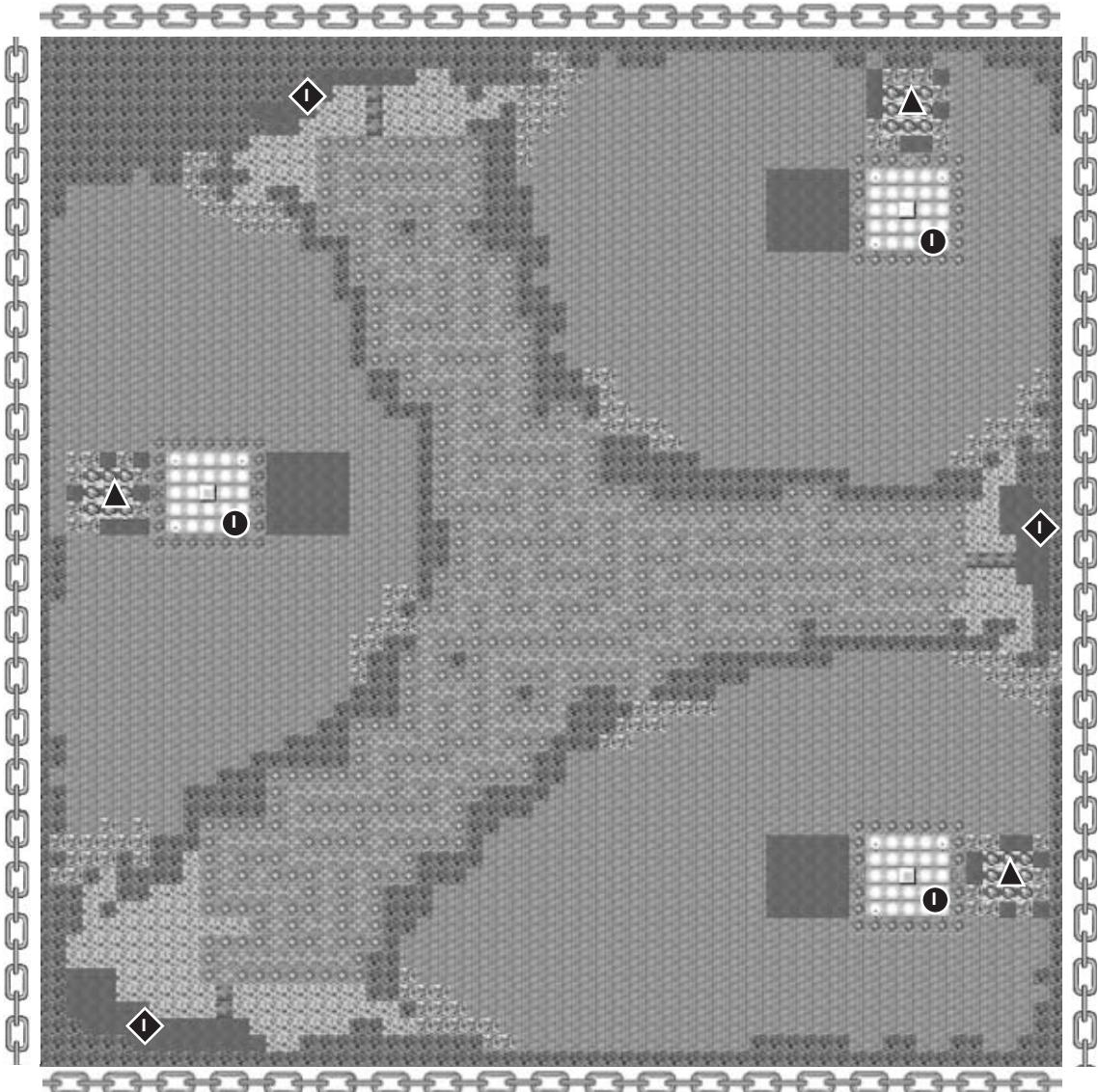
## U-TURN

❶ 4 Imps (all 1)

◆ Reveal Map

❷ Evil Wizard (1)

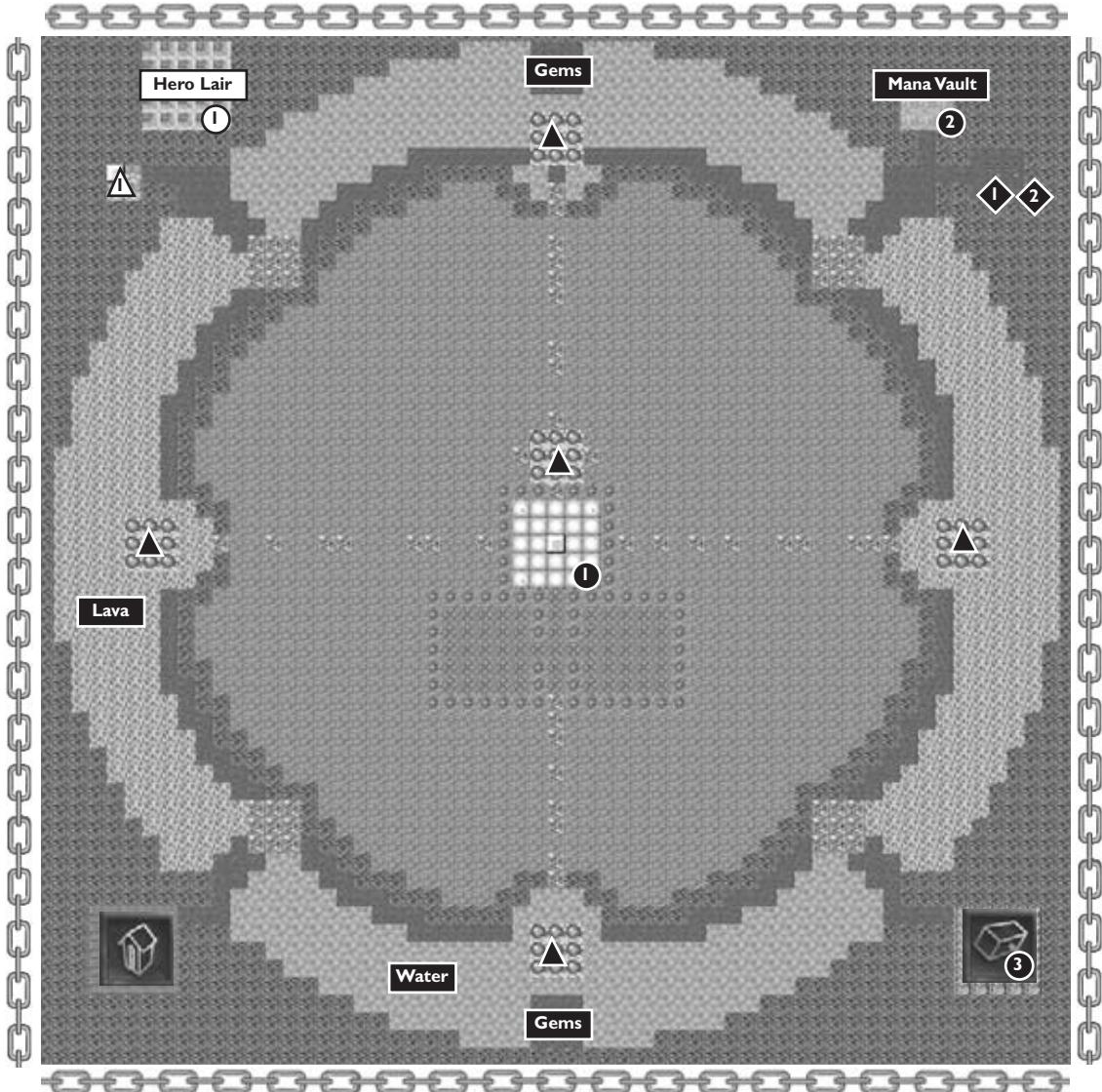
❸ Evil Giant (1)



# WARRENS

● 4 Imps (1)

◆ Increase Level



- ① Make Happy
- ② Reveal Map
- ① 4 Imps (all 1)
- ② Dark Elf (10)
- ③ Troll (10)

- ① Knight, Thief, Elven Archer, Monk, Fairy, Guard, Dwarf, Giant, Wizard (all 1)
- ④ Knight, Giant, Wizard, Elven Archer, Thief, Monk, Fairy, Guard (all 1)



① 4 Imps (all 1)

② Vampires (5,5,10)

◆ Increase Level

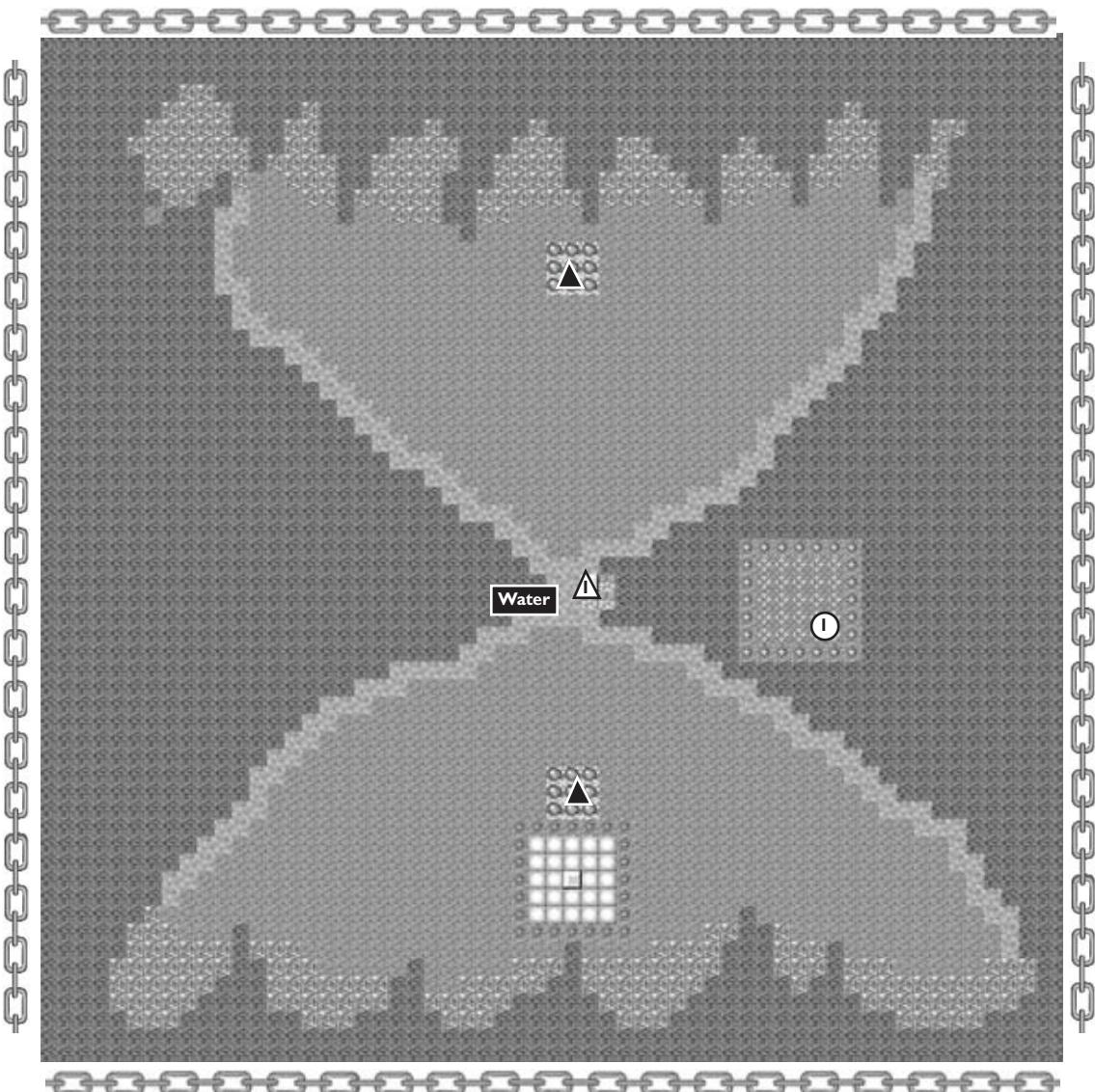
◆ 2 Receive Imps

① Knight, Dwarf, Giant, Wizard,  
Elven Archer, Thief, Monk, Fairy,  
Guard, Royal Guard (all 1)



Knight, Dwarf, Giant, Wizard,  
Elven Archer, Thief, Monk, Fairy, Guard,  
Royal Guard (all 1)

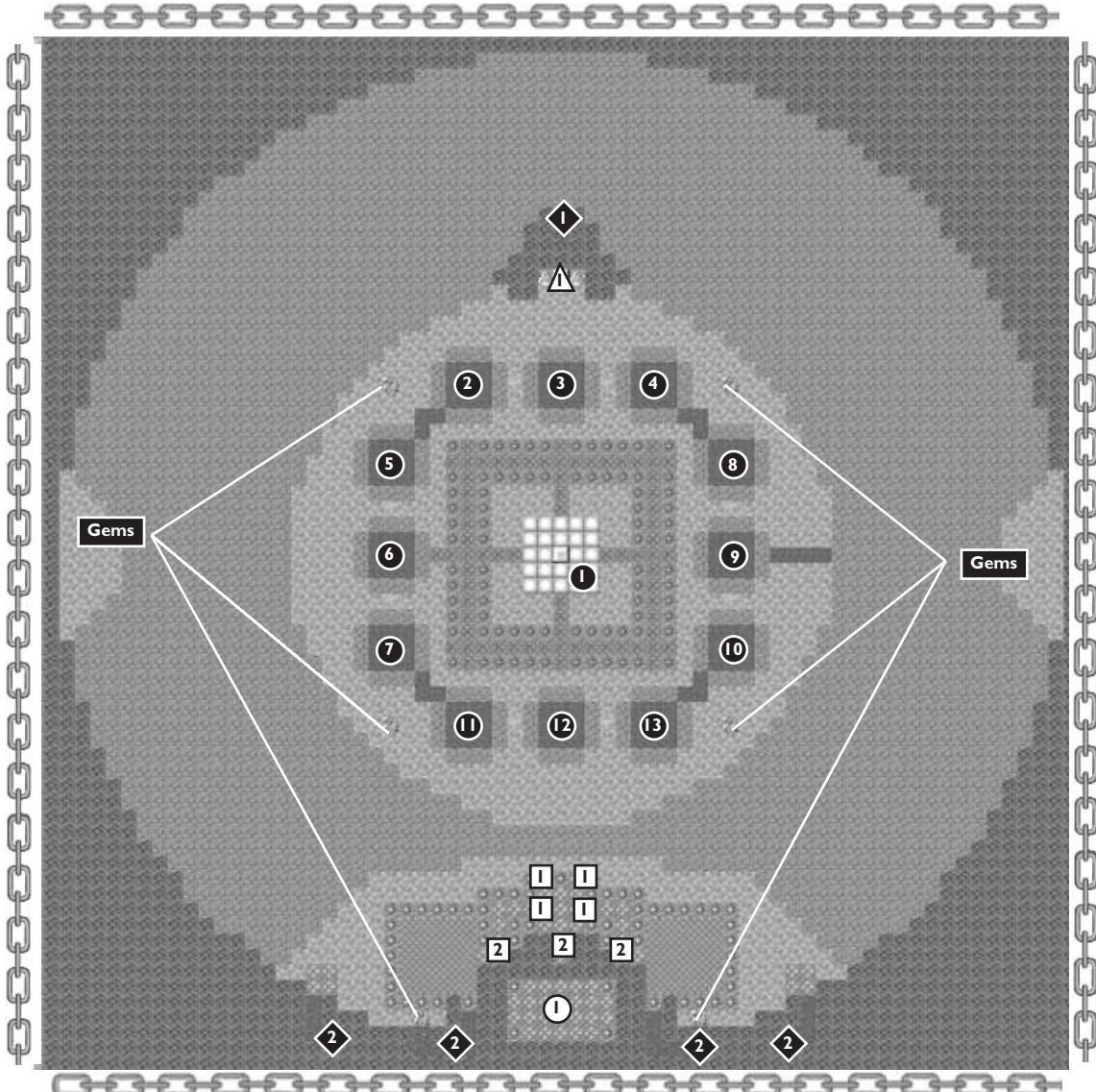
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Ⓐ Knight, Dwarf, Giant, Wizard, Elven Archer, Thief, Monk, Fairy, Guard (all 1)

▲ 10 Knights (all 1)

3

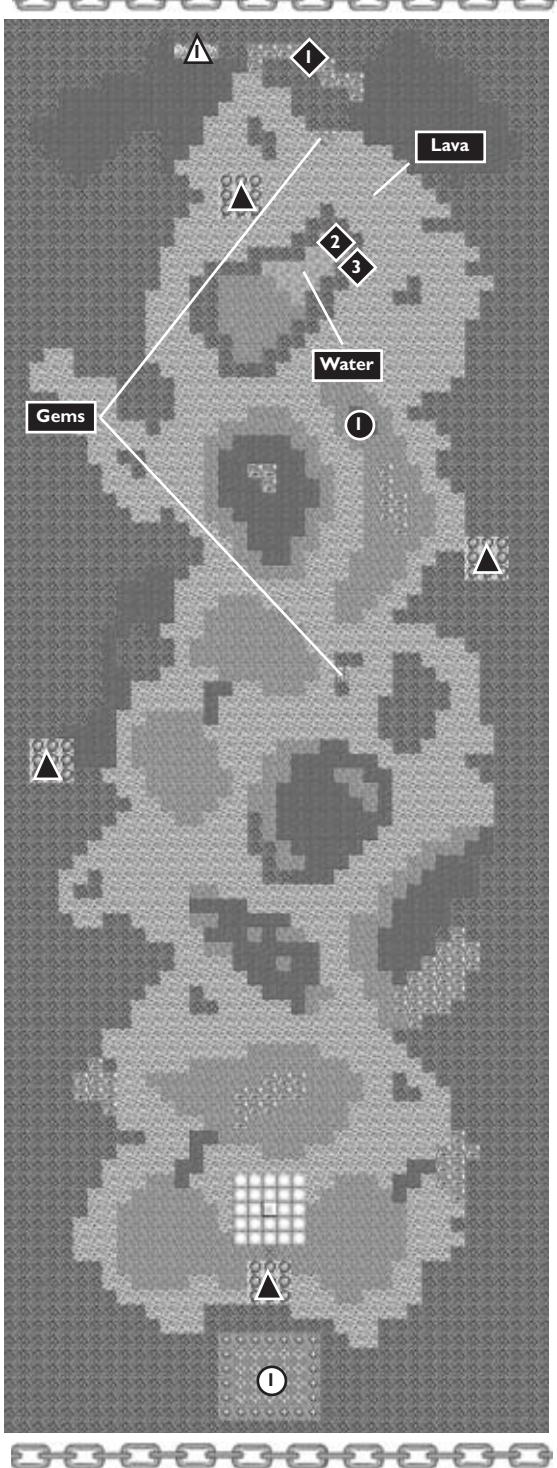


**4**

- ❶ 4 Imps (all 1)
- ❷ Warlocks (1,1)
- ❸ Dark Elves (1,1)
- ❹ Goblins (1,1)
- ❺ Mistresses (1,1)
- ❻ Bile Demons (1,1)
- ❾ Rogues (1,1)

- ❻ Vampires (1,1)
- ❽ Skeletons (1,1)
- ❾ Trolls (1,1)
- ❿ Black Knights (1,1)
- ❾ Fireflies (1,1)
- ❿ Salamanders (1,1)
- ❶ Make Happy

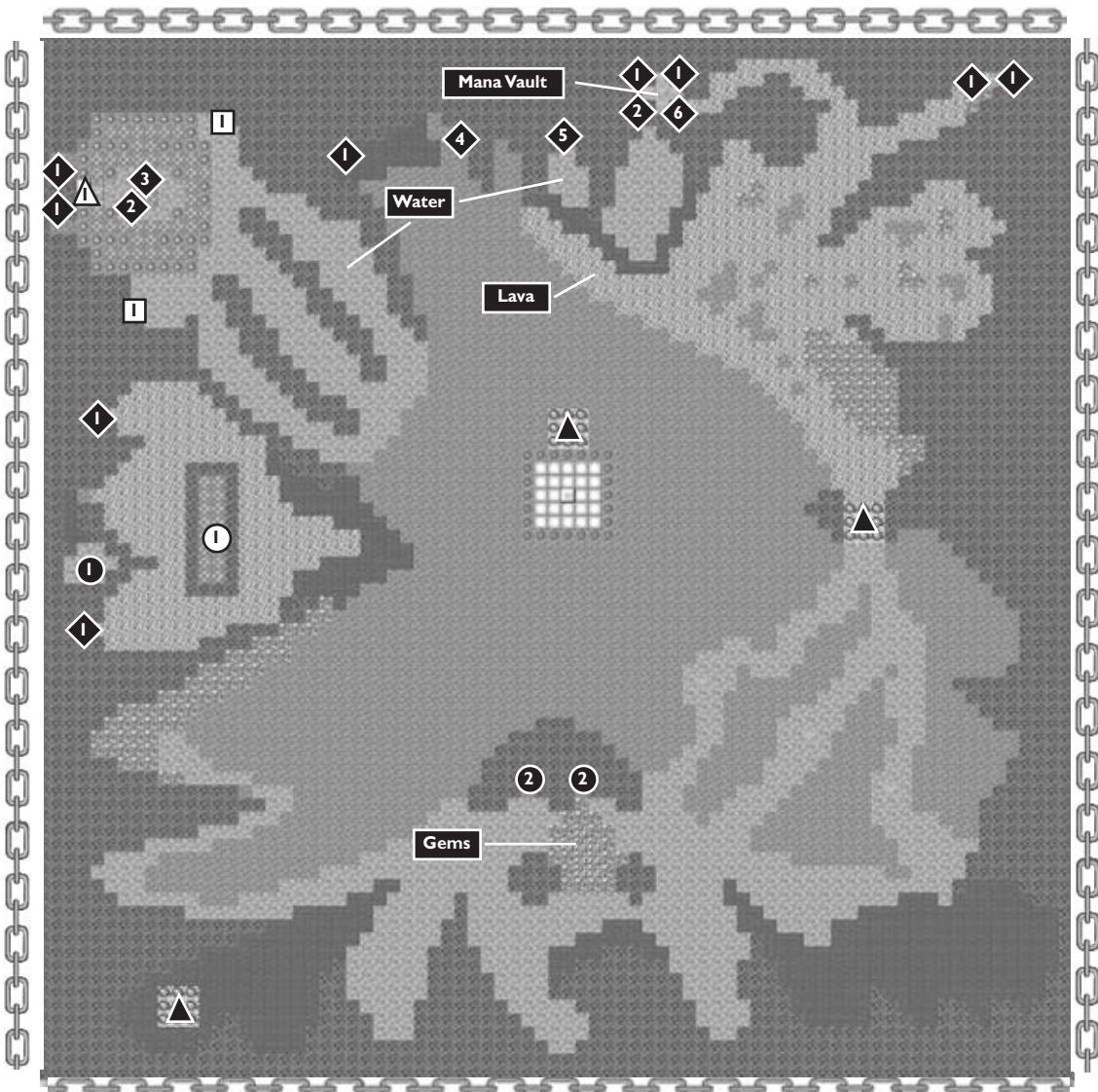
- ❷ Increase Level
- ❻ Knight, Dwarf, Giant, Wizard, Thief, Monk, Elven Archer, Fairy, Guard, Royal Guard (all 1)
- ❾ 8 Knights (all 1)
- ❻ Fear Trap
- ❷ Boulder Trap



- 1 Skeletons (1,1)
- ! Increase Level
- 2 Mana Boost
- 3 Reveal Map
- 1 Knight, Dwarf, Giant, Wizard, Elven Archer, Thief, Monk, Fairy, Guard, Royal Guard (all 1)
- △ 8 Knights (all 1)

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|---|----------------|---|-------------------|---|--|
| 1 | Increase Level | 6 | Mana Boost        | 1 | Knight, Dwarf,<br>Giant, Wizard,<br>Elven Archer, Thief, |
| 2 | Increase Gold  | 1 | Black Knight (10) |   |  |
| 3 | Make Safe      | 2 | Skeletons (10,10) |   |  |
| 4 | Make Happy     | 1 | Lightning Trap    |   |  |
| 5 | Receive Imps   |   |                   | ▲ | 8 Knights (all 1)  |

6